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MECHWARRIOR® 2

31ST CENTURY COMBAT

BATTLE GUIDE



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OFFICIAL PRODUCT BATTLETECH UNIVERSE

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MECHWARRIOR® 2

31ST CENTURY COMBAT

BATTLE GUIDE



Blaine Pardoe

OFFICIAL PRODUCT BATTLETECH UNIVERSE

BradyGAMES

MechWarrior 2 Official Strategy Guide

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Blaine Pardoe currently resides in Manassas, VA, just outside of the Bull Run battlefields. He has a Bachelors and Masters Degree from Central Michigan University. He is married to an incredibly understanding and loving wife Cindy and has two wonderful children—Victoria and Alexander.

In his "day job" Blaine is a Supervising Associate for one of the "Big Six" accounting firms in Washington, D.C. When not busy making the world safe for accountants and lawyers, he is an accomplished author, novelist, and time traveler. For the past 11 years he has been writing BattleTech source material for FASA Corporation, contributing or writing 18 different BattleTech books. His first novel, set in the BattleTech universe, was published in 1995—*Highlander Gambit*. His second—*Impetus of War*—will be released in 1996. There is already talk of the third, but thus far he is sworn to secrecy. This book is his fourth strategy guide for *BradyGAMES*.

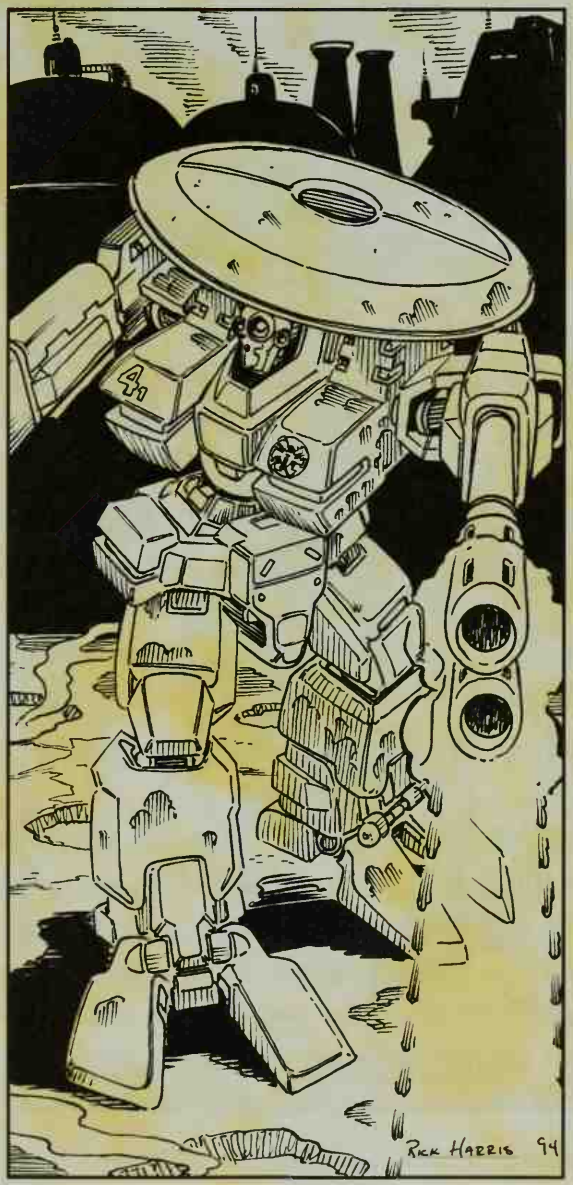
How does he hold down two successful careers that are full time jobs? Blaine attributes his success to the quantum time transportation device in his den—allegedly stolen from the Virtual Geographic League. While those who don't know him shrug off this explanation as the ramblings of a mad man, those who do know him don't sleep well without sedatives or expensive psychotherapy.

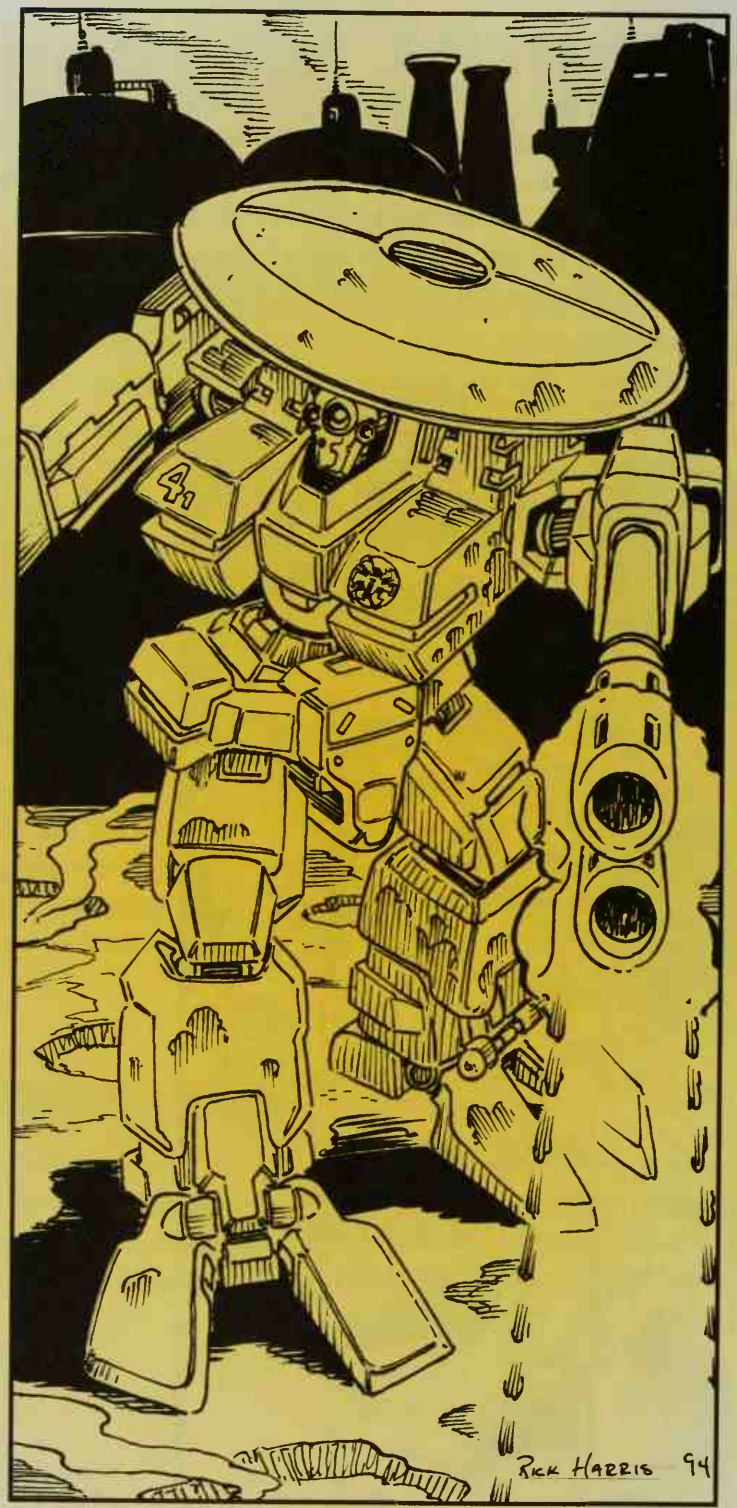
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Special thanks to Debra McBride at Brady who is just as sick and twisted as I am. *Note: No animals were injured or killed during the production of this book.* Also, thanks to the folks at Activision for bringing the universe I write for onto my PC, and the staff at FASA Corp.—especially Donna and Tom.

DEDICATION

To my wife and children, whose patience with their husband/father is deeper than the oceans. Special thanks to Dan Q.P., the Tick, Mitch (Gemstone), Waz (Mango), Melanie (Mellon Balls), Rich (Doom-Guy), Lu, A. Herburger, Jay, and Charlene—strange people who are willing to admit that they know me, even in public. Also to Central Michigan University, my beloved alma mater. *Geez, for all the free press they get from me, you'd think I'd get an honorary degree...*




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RICK HARRIS 94

INTRODUCTION

OPENING SALVOS—DIFFERING POINTS OF VIEW

Our way is the true divine path of the great Kerensky. Aleksandr led us from the death and destruction that was to devour the spirit of the Inner Sphere. Nicholas, our founder and vision, forged us into the Clans. The Jade Falcon has always seen the true path to our destiny. We have always known it was our people's will to return to the Inner Sphere on the most holy of Crusades, and re-forge the Star League.

—Star Captain Redaldo, Clan Jade Falcon

Only short-sighted fools see our destiny as to shackle the Inner Sphere under the guise of a new Star League as our Crusader counterparts believe. The Kerenskys of the past are no doubt weeping at what we are doing — invading that which we have been pledged to defend as a people. Before the Clans, when we were the Star League Defense Force in Exile, we always knew that we would return to the Inner Sphere. Not as conquerors, but as her shield and protector.

—Star Captain Jekiah, Clan Wolf

The BattleTech universe is one of grand science fiction. The universe is filled with politics, intrigue, wars, chaos, espionage, assassins, plots, ploys, honor, and dignity. In this universe, heroes and heroines are forged in the fires of combat. Battles and wars spill over into the everyday lives of characters, and they take an active role in the saving or defeating their allies and foes alike.

Towering throughout this is the core of Battlefield Technology—or BattleTech; the BattleMech. These 30-foot tall war machines have the capability to level a city block in a matter of seconds. They carry enough firepower to take on and defeat a platoon of conventional tanks and hovercraft. With an eerie, almost human movement, a BattleMech is not hindered by terrain and can move at speeds, in some cases, in excess of 100 kph. They can operate under water, in the cold vacuum of space, or on almost any planet. In summary, they are the ultimate war machine, the pinnacle of man's technology and the depth of his lust to wage warfare.

This is BattleTech... this is the world of MechWarrior 2.

AUTHOR'S INTRODUCTION

Hear you now the tales of battles and glory, of honors won and glories gained. Behold the tales of The Remembrance, the essence of our people.

—Opening to the Jade Falcon Remembrance

My involvement with BattleTech began eleven years ago when I first started freelancing for FASA Corporation. I was asked if I wanted to work on a new game they had coming out called BattleDroids—just recently renamed BattleTech. It was a board game, yet it had the thin veil of a role playing game in it as well. The third supporting product was just coming out, a compendium of vehicles and BattleMechs. At the time I was impressed with the game, the quality of the work that FASA produced, the historical background of the universe, and at the chance to have my work published.

One thing led to another...

Years passed and during that time I wrote or contributed to over 18 of the game reference, scenario, and source books in the BattleTech Universe. More importantly, I was allowed to weave some of the fabric in the BattleTech fiction with the writing of my first BattleTech novel, *Highlander Gambit*. Even as I type, I have contributed to the upcoming novel *Star Lord,* and am finishing the sequel to *Highlander Gambit*, titled *Impetus of War*. The contributions I have made are small, yet have played a role in what the universe has become. I would never trade the experience of working with the people at FASA. The honor of taking part in the unfolding history of this science fiction experience is rewarding beyond description.

The BattleTech universe has grown substantially in the past decade. There have been comic books, action figures, a successful cartoon series, the Virtual World BattleTech Centers, over 23 novels, several computer games, numerous board and role-playing games and source book materials—the list keeps growing. Well over a million words have been written about BattleTech, making it one of the most widely written about and read shared universes ever created.

MechWarrior 2 represents an important part of that universe. It is a chance for people to sit in the seat of a Clan OmniMech, adjust their neurohelms, throttle up their heat sinks, and engage in honorable battle against another Clan. It puts *you* squarely in the line of fire. Honor is there for you to win. Defeat is more bitter because you are the one with his or her hands on the throttle and thumb on the firing stud.

If you are a fan of this universe, welcome and enjoy! MechWarrior 2 puts you toe to toe with a relentless foe—another Clan. If you are a new Warrior, prepare for the ride of your life. Either way, stand by, lock and load, preheat your PPCs and welcome to the 31st century where our motto is "No Guts—No Galaxy." Hey, this is my second home, so treat it well and enjoy the visit. Folks, it's time to pound the enemy into snail snot...

Seyla!

Blaine L. Pardoe
June 1995

HOW TO USE THIS BOOK

This book is designed to provide you with the information you need to survive in MechWarrior 2. Along the way you'll find comprehensive background information and many, many tips for improving your play.

The first part of this book deals with an abbreviated history of the MechWarrior 2/BattleTech Universe. It is followed by a description of the technology you'll be using in the game. If you're already familiar with BattleTech, this section is good for review. If MechWarrior 2 is your first real exposure to the BattleTech universe, this section will help enhance your play of the game.

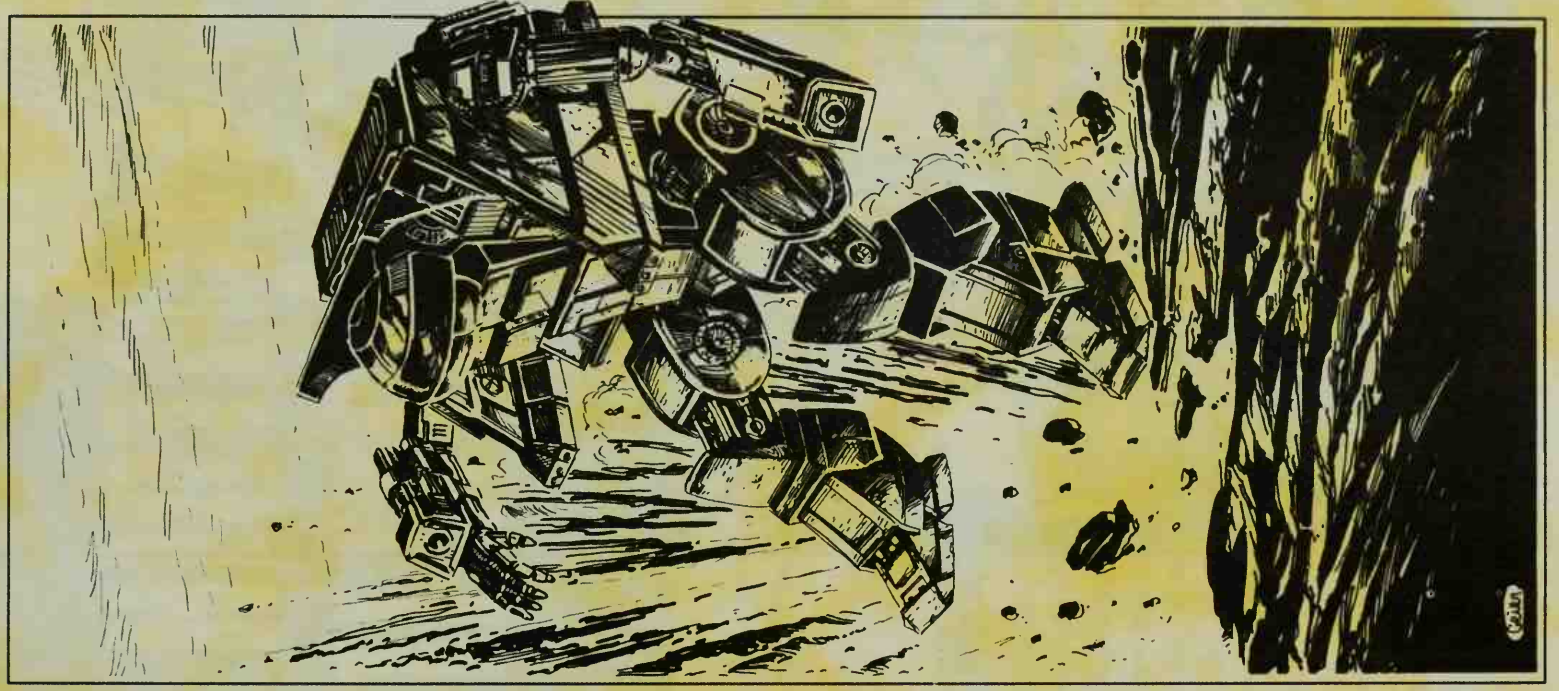
The next portion of the book covers the 'Mechs that you'll be using. This area not only explains the 'Mechs and what they do, but why and when you should use their different controls.

A primer on tactics follows. This section is important to read even if you have had experience in the Virtual World simulators or have played the first MechWarrior computer game. In the end, it is the tactics that seperates true MechWarriors and the dead.

In the minds of many computer gamers, the most critical portion of this book is the mission breakdown. The section of the book gives you not just the mission objectives, but the tactics and strategies to lead your Clan to glory and honor.

The appendixes are designed to provide you with additional information that will enhance playability and improve your knowledge of the BattleTech universe. Lastly, you'll find a glossary of Clan terms to assist you in speaking the language of a true MechWarrior.

MECHWARRIOR 2





THE HISTORY OF THE BATTLETECH UNIVERSE

The BattleTech Universe has a rich history, and an understanding of this history is important because it affects your role and motivations in the game.

THE TERRAN HEGEMONY

The 21st century saw the first glimmer of united world government on Terra, the cradle of mankind. With the breakthrough of jumpship technology in the 22nd century, mankind was able to leap between star systems. For two hundred years, a vast expansion of man into the hundreds of star systems surrounding Terra led to the rise of smaller governments, which were loose alliances of worlds that banded together under what would one day be known as House Governments. Ruled by powerful families and governed much like feudal holdings of centuries past, mankind continued to press outward beyond the Inner Sphere of planets near Terra, reaching into the vast frontier at the edge of explored space, known as the Periphery.

Under great pressure, the loose alliance of governments collapsed in a brief but bloody war. Fleet Admiral McKenna managed to use his political and

military assets to eventually band together 100 of the worlds surrounding Terra, forming the Terran Hegemony. With the passing of McKenna, the mighty Cameron family assumed the mantle of leadership of the Hegemony.

Surrounding the Terran Hegemony worlds were those of the five most powerful houses: Davion, Steiner, Liao, Marik, and Kurita. The Periphery was a dangerous frontier of border wars, and the fire fights began to grow, eventually leading to the Age of War, a period of long fighting and horrific losses.

During this time, the Hegemony rose to its full power and stature as the leading government of the Inner Sphere. Also during this time, the first BattleMechs were created by the Hegemony. These monstrous war machines carried enough firepower to level a platoon of conventional armor. BattleMechs were fast and able to traverse a wide range of terrain.

In all ways, they were the pinnacle of military technology and were the possession of the Hegemony alone for many years, making it the strongest of the governments in the Inner Sphere. The other houses soon stole the secrets of manufacturing BattleMechs, but the BattleMechs of the Hegemony were always technologically superior.

THE STAR LEAGUE

Rather than press its advantage militarily, the Terran Hegemony rose to fill the role of mediator. Under the leadership of Ian Cameron, the Age of War slowly ended. In a stunning series of peace agreements with the various House governments, he managed to lay the foundation for the Star League.

Beginning with agreements between the Capellan Confederation and the Free Worlds League, Ian was able to unify the Federated Suns, the Lyran Commonwealth, and the Draconis Combine. In 2571, all the governments formed a new hegemony by signing the Articles of the Star League and naming Ian Cameron the First Lord of the Star League.

The Periphery states, however, refused to take part in the new government. The Star League realized the potential threat of being surrounded by independent armed governments and ordered them to join the League, either voluntarily or by force. When the Periphery states refused, the Reunification War began. By 2597, all the Periphery states had fallen to the might of the Star League Defense Force (SLDF), and they became territorial states of the Star League.

Between 2601 and 2750, mankind lived in a golden age under the unification and technology of the Star League. Interstellar communication was established throughout even the most remote territorial state via a network of hyper-pulse generators (HPGs). Medical technology advanced greatly, leading to practical bionics, genetic engineering, and cures for many illnesses that had been plaguing man since civilization began. The average life expectancy for a human being passed 145 years, and the overall quality of life was better than it had ever been before. In almost all respects, this period was a "Camelot" for mankind, a period of great social, technological, and artistic achievement.

RICHARD CAMERON

In 2751 Simon Cameron, the First Lord of the League, was killed, leaving his eight-year-old son, Richard, as heir. General Aleksandr Kerensky, commanding officer of the SLDF, was named as the regent for the child. The High Council Lords, made up of the leaders of the House governments, used the opportunity to assert their authority. Without a sitting First Lord, they proclaimed themselves the true authority for the Star League. They passed several edicts that allowed them to double the size of their personal armies, which had been severely limited during the golden years.

Tensions and uprisings in the Periphery caused General Kerensky to spend most of his time attempting to hold together the Star League. Meanwhile, the young and impressionable Richard was befriended by Stefan Aramis, leader of the Rim Worlds League, a small Periphery state. Aramis' influence over the boy extended even further when he assumed the mantle of the First Lord in 2762.

Richard Cameron was played against the Council Lords by Aramis, who sought to drive a wedge between them. Acting as his only friend, Stefan Aramis convinced Richard to allow him to use his own troops to defend Terra and the Hegemony worlds, allowing the SLDF troops stationed there to be transferred to the Periphery. Many key positions in the defense of the old Terran Hegemony were handed over to those loyal to Aramis.

On January 1, 2767, Aramis launched a full-blown coup of the Star League by assassinating Richard Cameron. With the vast bulk of the SLDF tied up on the Periphery, there was little anyone could do to stop the events. The House lords refused to act, leaving General Kerensky alone to face the task of re-taking the Star League worlds.

GENERAL ALEKSANDR KERENSKY

Aleksandr Kerensky was, by all accounts, the greatest general in the history of mankind. He rallied his SLDF and suppressed the uprisings in the Periphery, striking and taking Aramis' own Rim Worlds League. Over a 12-year period he slowly and methodically retook the Hegemony worlds, eventually seizing Terra in September of 2779. His losses were devastating to the SLDF, nearing 70 percent. Aramis had stripped and destroyed entire cities of the Hegemony and Terra itself. Death and torture camps spelled the end for the golden age of the Star League. The victory, although complete, was hollow.

Rather than reward Kerensky, the High Council removed his mantle of Regent and Protector, and each began raising an army to claim the seat of the First Lord for themselves. Rather than rebuild the Star League, each sought to return to the ways of old. They even attempted to recruit SLDF divisions. When Kerensky demanded they stop, he was asked to step down.

Rather than watch the honor, pride, and glory of the Star League fall into another Age of War, Kerensky launched a bold plan. He called his top commanders together and proposed an exodus from the Inner Sphere. The whole of the SLDF and their families would leave the Inner Sphere into the vastness beyond the Periphery. There, they would be able to maintain the honor of the Star League until the Inner Sphere was ready for their return.

On November 5, 2784, more than 80 percent of the SLDF jumped out of the Inner Sphere via the Draconis Combine. With them, the last vestige of the Star League disappeared, opening the Inner Sphere to a long period of war, death, and destruction.

TWO HISTORIES: THE INNER SPHERE

With the exodus of Kerensky and the Star League Defense Force, there was nothing to hold the vast Star League together. The House lords, one by one, each declared himself the new First Lord of the Star League, each one defying the other.

Eventually, the entire Inner Sphere was engulfed in the flames of war. No planet was completely spared the destruction that followed. The war-weary worlds of the Terran Hegemony were virtually undefended, and the House lords swept down on them. Jerome Blake, the last vestige of a leader from the old League, used his newly-formed ComStar to seize control of Terra and declare it neutral. The military units that did not follow Kerensky on his exodus offered their services as mercenaries to the various House Lords.

The war that raged around Terra became known as the First Succession War and was one of the bloodiest that mankind had ever been drawn into. Atomic and biological weapons were used. The interstellar navies of the House governments literally destroyed themselves and the capability to build new combat ships. Entire cities were decimated as planets changed hands back and forth. Each House lord sought to be the new First Lord, but in the end none could claim the title.

The First Succession War ended with no real winner. The old Terran Hegemony and Star League were gone. The navies of the Inner Sphere were a thing of memory, and a majority of the production and research facilities for the weapons of war were destroyed. Other than changes on the interstellar map, little was different except that the quality of life for the average person had dropped dramatically.

The Second Succession War erupted in 2830, with House Kurita's Draconis Combine driving into House Steiner's Lyran Commonwealth. Soon, the entire Inner Sphere was once again in flames. With much of the advanced technology facilities crippled or destroyed, units began to rely on older technology for building their BattleMech armies.

COMSTAR

A new form of the Dark Ages began to emerge. Only ComStar, which had evolved into a quasi-religious techno-cult, retained the knowledge that had been reached during the peak of the Star League. ComStar did not use this knowledge to rebuild the Star League or improve life, but rather sought only to hold onto it for the future of mankind. ComStar also played a behind-the-scenes role in keeping the wars going, out of the belief that once civilization was in a state of total breakdown, ComStar might emerge as the reunifying force—forging its own version of the Star League. To this end, ComStar, using leftover equipment from Kerensky's exodus, built its own covert army, the Com Guards.

The Second Succession War, like the one before it, ended with more of a whimper than a bang. The borders had not changed a great deal from the first war, but still cost millions of lives. No one House had obtained advantage enough to reforge the Star League.

The Third Succession War, waged between 2866 and 3016, turned into more of a series of border wars, with only a handful of planets changing sides. The Periphery, always a hot spot, once again became a focus. Still, up until this

point in time, little or nothing had changed in the day-to-day life of the common citizen of the Inner Sphere.

The Third Succession War was a turning point for the Inner Sphere. This conflict signaled the end of the Dark Ages. A Star League computer library core was recovered by the infamous mercenary unit the Gray Death Legion, and with its recovery came a new age of technological recovery and innovation.

THE FEDERATED COMMONWEALTH

Nearly three centuries after the collapse of the Star League, the first true change took place in the map of Inner Sphere. Houses Davion and Steiner agreed to unite, in marriage, to form the Federated Commonwealth. This unification and the Fourth Succession War that followed in 3028 devastated House Liao's Capellan Confederation and unified the Federated Commonwealth as a potential threat to regain the throne of the Star League. Several minor uprisings and minor wars broke out after the Fourth Succession War, during which small holdings, such as the Free Rasalhague Republic, were formed.

In 3050, the Inner Sphere is, as it has been for centuries, poised for war within itself. Armed with the recovered technology, the BattleMechs, and other weapons, it has returned to a technological state equal to that of the old Star League. Suddenly, from beyond the Periphery, a new threat has come sweeping down upon them—the arrival of the Clans and the return of the heirs of Kerensky!

TWO HISTORIES: THE CLANS

For nearly a year, Aleksandr Kerensky led his exodus fleet into the vast unknown beyond the Periphery. They eventually settled in a small cluster of five stars dubbed The Pentagon, which was obscured from the Inner Sphere. For the first few years it appeared that his efforts to save the last vestiges of the Star League were successful. Colonies were built in a nearby globular cluster of planets, the SLDF families thrived, and the honor and glory of the Star League appeared to have been preserved.

But the old hatreds and political taints that destroyed the Star League surfaced in the members of the former SLDF as well. Soon civil war erupted on several of the planets. The military core of the exodus fleet had a hard time adapting to civilian and colonial living. General Kerensky died of a heart attack

before he could reunite his people, and the civil war spread from world to world in The Pentagon. As all sides prepared for war, it appeared that the Star League in exile would face the same fate as the Inner Sphere.

NICHOLAS KERENSKY

Nicholas Kerensky, the son of the great general, led his own mini-exodus to a small planet named Strana Mechty in the globular cluster, isolated from the fighting. He and those who followed him remained true to his interpretation of the words of his father. As a cross between a great military leader and a prophet, Nicholas was seen as his father reborn in the eyes of those that had followed the elder Kerensky into the unknown. Nicholas knew that the secret was to keep his people out of the civil war and preserve them for their ultimate mission—to one day return to the Inner Sphere and reforge the Star League.

Nicholas reshaped the social structure of those who joined him in his new vision. He reformed them into the Clans; 20 different and equal quasi-military units. The Clans were each named for an animal, icon, or legendary creature, and their militaries were reorganized to Nicholas' interpretation of how they were to exist to survive. He dismantled the old SLDF military structure and created his own organization. The Clans were turned into a caste society with the Warrior caste as the highest element of the new order.

Meanwhile, the civil war continued to rage on a scale that was even worse than the horrors of the Succession Wars. Nicholas eventually led his 800 MechWarriors back and conquered the war-weathered population who greeted him and the Clans as heroes. After peace had been restored on the Clan home worlds, Nicholas set about to rebuild the losses of the terrible 20-year civil war. He instituted a genetic breeding program for the Warrior caste. Only the best warriors would be given the chance to pass their genes to the future generations. Through this genetic manipulation, he sought to create the ultimate race of warriors. The invention of Elemental body armor enabled the Scientist caste to develop a breed of larger and more powerful troopers to wear these destructive suits into battle.

CLAN WARRIORS

From the time of their birth in their artificial wombs, Clan Warriors are bred for combat. The training often costs lives, but the goal of this unparalleled program is to create the ultimate warriors—a people with the sole focus of returning to the Inner Sphere and creating a new Star League.

CLAN TRIALS

The following are the known Clan trials of combat:

Trial Name	*Application*
Grievance or Honor Trial	Used to resolve disputes and disagreements.
Trial of Position	Used when an opening exists for a rank position in the Clan. Contestants battle for the supremacy—with the winner receiving the promotion or increase in rank.
BloodRight	There are currently 760 Bloodnames in the Clans. The Clans use only first names. Last names, drawn from the roles of those original warriors that followed Nicholas Kerensky, are awarded in massive tests of combat. Only 25 Warriors can carry a single Bloodname (last name) at any one time. When one dies, these become open for the members of the Clan to fight for. In the Clans, possessing a Bloodname is one of the highest honors possible.
Trial of Refusal	If a Warrior wishes to refute a ruling by the Grand Council or other decision by an authority figure, he or she can demand a combat trial in an effort to reverse that ruling with a victory. Such trials are usually fought against superior odds based on the original decision being contested.
Trial of Possession	This is a combat test for possession of an item, city, building, or piece of terrain.
Trial of Annihilation	This is a combat trial to wipe out a foe, usually only performed under the most dire circumstance within the Clans.
Trial of Absorption	This trial is a clan level combat where one or more clans attempts to absorb, or take total possession of, another clan and its holdings.

Nicholas honored the 800 MechWarriors of the original Clans with Bloodnames. People of the Clans are not allowed last names. Only those who have proven themselves through trials of combat and great deeds can claim a Bloodname, the last name of one of the members of the original clans. Competition for Bloodnames is beyond fierce and is often deadly for the losers.

In the Clans, justice was served through trials of combat in which might makes right. Honor in combat was held above all. Clan MechWarriors enter into single combat with their foes, rather than the Inner Sphere tactic of ganging up firepower on a target. A true Clan warrior engages multiple targets only when he or she has been attacked.

Clan Warriors do not waste resources and use the minimum number of forces needed to defeat a foe. Before combat, Clan warriors issue a Batchall to determine how little force they need apply to take an enemy. Such a request might go as follows, "I am Star Captain Alexander of Clan Wolf's Alpha Attack Galaxy. What forces do you defend the planet Avon with?"

The Clans developed technologically far beyond the Inner Sphere. They developed OmniMechs that could carry and mount different weapons arrays/pods into combat. Their weapons have longer range and more hitting strength than their Inner Sphere counterparts. They have created power armor Elemental suits that allow genetically engineered fighters to literally rip a BattleMech apart.

Although the Inner Sphere's combat jumpship navies were all lost during the Succession Wars, the Clans still maintain a fleet capable of obliterating life on a world, if they so choose. All this time, they have managed to keep their location secret from the Inner Sphere.

HOW THE CLANS VIEW THE INNER SPHERE

The Clans see the people of the Inner Sphere as inferior. In their eyes, the genetically engineered Clan warriors (TrueBirths) are vastly superior to those of the Inner Sphere that are born of parents (FreeBirths). They see the Succession Wars and those that waged them as what destroyed the Star League. They envision themselves as crusading knights coming to restore order and hope.

THE GRAND CRUSADE

The Clans hid themselves from the Inner Sphere for three centuries. They slowly evolved two different philosophies: Warden and Crusader. The Warden Clans, led by Clan Wolf, believed that the role of the Clans was to protect the Inner Sphere. Should their former homelands ever fall under attack by another Stefan Amaris or an unknown alien threat, the Wardens believed that they, the Clans, would sweep in and save the Inner Sphere. The Crusader Clans, led by the Jade Falcons, believed that the role of the clans was to reunite the Star League under the banner of the Clans. They believed that their mission as a people was to unite the Inner Sphere under their rule. The Crusaders constantly pushed for war. The Wardens, on the other hand, called for patience.

Both philosophies turned to the writings of Nicholas Kerensky to verify their causes. And, depending on the context, both philosophies were supported. Nicholas' works, while vague about when the Clans should return to their homeworlds, and in what role, did define who would rule. Both clans believed that, as Kerensky had written, the first Clan to reach and conquer Terra, the former throne seat of the Star League, would be called the ilClan, and its leader would be raised to a new rank called ilKahn. This one Clan would absorb the others.

In 3049-50 the Clans learned of the Steiner-Davion marriage and the formation of the Federated Commonwealth. The Crusaders feared that a new Star League might be created without any place or role for the Clans. This information swayed the vote of some of the Warden Clans in the Grand Council, and they joined with the Crusader clans in voting to return. Kahn Leo Showers of the Smoke Jaguar Clan was elected to the position of ilKahn to lead the invasion. Each Clan fought trials of combat to determine who would get the honor of leading the attack back to the Inner Sphere. Even the Wardens took part in these battles, realizing the importance of their faction becoming the ilClan. In the end, Clans Wolf, Jade Falcon, Smoke Jaguar, and Ghost Bear won the right to lead.

The attacks on the Periphery, the Draconis Combine, the Free Rasalhague Republic, and the Federated Commonwealth were stunning successes. The advanced technology of the clans, their stunning OmniMechs, and genetically engineered Elemental Warriors were beyond the comprehension of the Inner

Sphere forces. They struck like high-tech Mongol hordes, issuing Batchalls, then sweeping into their opposing forces with unprecedented ferocity. Worlds fell in a matter of days, unable to cope with the assault that dropped down on them.

Initially ComStar worked with the invaders in hopes of learning their origins and goals. The leaders of the Inner Sphere reeled under the impact, unwilling to give up their old internal animosities and unify. There were minor victories, but the Clan drives swept coreward to cut the Inner Sphere in half. In a suicide attack, one of the Rasalhague Republic aerotech fighters dove in on the flagship of the Clan invasion, hitting the bridge. ilKahn Leo Showers was killed, leaving the Clans leaderless. The Wardens pushed for a new election of an ilKahn and the Clan leadership stopped the invasion and returned home. For a year, there was an unsteady peace. Everyone knew that the invasion would begin again in only a short matter of time.

CLAN CASTES

The following are the caste levels of Clan society. These are listed in order of importance, from most important to least. It is important to note that under each caste there are numerous sub-castes that further segregate this society.

- Warrior Caste
- Scientist Caste
- Merchant Caste
- Technician Caste
- Laborer Caste
- Bandit Caste (also known as the Dark Caste)

RALLY CRY

The government of the Inner Sphere, once they knew the threat that they faced, put aside their differences and aligned to face their common foe. Using recovered technology, they were able to refit their BattleMech forces so that they stood a chance against their technologically superior foes. They evolved their tactics to deal with the Elementals and other Clan fighting styles.

The invasion began again with a new ilKahn, Ulric Kerensky of Clan Wolf. Despite his Warden leanings, the new ilKahn upped the stakes by adding additional Clans to the invasion, teaming the Jade Falcons with their old nemesis the Steel Vipers, and the Smoke Jaguars with their bitter foes, Clan Nova Cat. By forcing them to share their invasion corridors, Ulric was increasing the competition between the Crusader elements and infuriating them at the same time.

The offensive went much as it had before, despite the Inner Sphere improvements and advancements. The Clans too learned to adapt to their enemies' tactics. Losses were greater than before, but with their additional forces, the Clans were hard to stop. The Clans struck at the home world of the Draconis Combine itself, and were barely halted by the last-minute arrival of mercenary reinforcements from the Combine's former foe, the Federated Commonwealth. The thin alliance between the governments was enough to hold the Clans at bay, but not to halt the invasion as a whole. House Marik provided the refitting kits only after Hanse Davion of the Federated Commonwealth agreed to treat Thomas Marik's youngest child for leukemia. It was an alliance built more on mutual fear than trust.

Precentor Martial Anastasius Focht of ComStar learned the true goal of the Clans' invasion—Terra, now held by his own holy order. The Com Guards were under his command, an army led by ComStar outfitted in the superior technology of 'Mechs left behind by Kerensky's Exodus. These former Star League 'Mechs were almost equal to that of the Clan foe, but Focht knew that his army was untested in battle. The Precentor Martial knew that the time had come for ComStar to step in and save the Inner Sphere.

ilKahn Ulric Kerensky met with the Precentor Martial and engaged in a Batchall for control of Terra itself. Instead of fighting on the homeworld of mankind, the battle was fought on a world called Tukayyid. The winner would control Terra and the heart of the Inner Sphere. If the Clans lost, they would halt their invasion for 15 years, enough time, Focht hoped, for the Inner Sphere to catch up technologically to their enemies.

TUKAYYID

The proxy battle for Terra took place in May of 3052. The virgin Com Guard army of Division 12 faced off against representatives from each of the invading Clans. Each Clan was assigned two target cities to capture and hold in order to achieve victory. ComStar evacuated the civilian population and dug in, preparing for a brutal battle to the death. Focht had studied Clan tactics and used them to his advantage. The Clans tended to fight quick, fast-hitting battles. They were not geared to long campaign operations that required logistics and long supply lines.

The Precentor Martial forced the Clans to fight a war that they were not prepared to wage. He dragged the fighting out for days, slowly eroding their supply lines and bases, depleting their forces of vital ammunition and repair supplies. The losses on both sides were staggering. In the end, Clan Wolf was the only Clan to gain its two objectives. The Jade Falcons managed to obtain a draw, as did the Ghost Bears. The Nova Cats, Smoke Jaguars, and Steel Vipers, as well as the newly added Diamond Sharks, suffered defeat at the hands of the Com Guards.

Unknown to Precentor Martial Focht, the Primus of ComStar had attempted to leverage his efforts on Tukayyid by bringing the Inner Sphere to its knees with a communications blockade. He had also sponsored uprisings on the Clan worlds administered by ComStar. This ill-timed and ill-conceived effort led to a disaster for ComStar, eventually resulting in the death of the Primus and a fundamental shift in the quasi-religious order.

Terra remained in the hands of the Inner Sphere and an uneasy peace was forged. A line was drawn at Tukayyid. The Clans would come no closer to Terra for 15 years.

THE UNSTEADY TRUCE

The Inner Sphere fell into its old habits shortly after the peace accords were drafted. Melissa Steiner-Davion was assassinated, and her son Victor assumed the leadership of the Federated Commonwealth. The alliance between the old Steiner and Davion loyalties began to strain and the press implicated Victor in the death of his mother. There was an uprising in the holdings known as Skye, and Victor's rival was assassinated. House Marik and Liao talked of merger, a marriage between Sun Tzu Liao the Capellan Chancellor and Isis Marik, heir to the Free Worlds League.

Most of the Clans felt the truce was an almost unbearable burden. Several covert Warden factions attempted to break the truce by supporting a clandestine pirate raider dubbed The Red Corsair. A combined Clan Wolf and Federated Commonwealth force, both hoping to maintain the Tukayyid Truce, managed to stop the Corsair before she rekindled the fires of war. Even this rare combined effort was not enough to help either ilKahn Kerensky or Victor Davion, who both endured considerable political pressure from their Clan.

ComStar itself split along secular lines after Tukayyid. The religous faction assumed the nom de plume of The Word of Blake. They fled to the Free Worlds League and fell under the leadership of Thomas Mark. ComStar on Terra began to introduce technology back to the Inner Sphere. Their once all-powerful monopoly on interstellar communications and HPG technology was slowly opened to all of the Inner Sphere, despite efforts by The Word of Blake.



THE CLANS

When Nicholas Kerensky formed them, there were 20 clans. Several have been absorbed in trials of absorption, such as Clan Widowmaker. Another has been annihilated, and is known to the Clans as "The Unspoken Clan" although its true name was Wolverine. The following is a list of the current Clans:

Blood Spirit

Burrock

Cloud Cobra

Fire Mandrill

Ghost Bear



Goliath Scorpion

Hell's Horses

Ice Hellion

Jade Falcon



Mongoose

Nova Cat



Diamond Shark

Smoke Jaguar

Snow Raven

Star Adder

Steel Viper



Widowmaker

Wolf



Wolverine



3057—TEETERING ON THE BRINK OF WAR

Thomas Mark's child Joshua died while in the care of the Federated Commonwealth. Rather than risk a break in the truce, Victor replaced the child with a cosmetically altered duplicate. The ruse was uncovered, and Houses Liao and Marik launched a full-scale invasion of the Federated Commonwealth aimed at re-conquering the worlds lost to Victor's father during the Fourth Succession War.

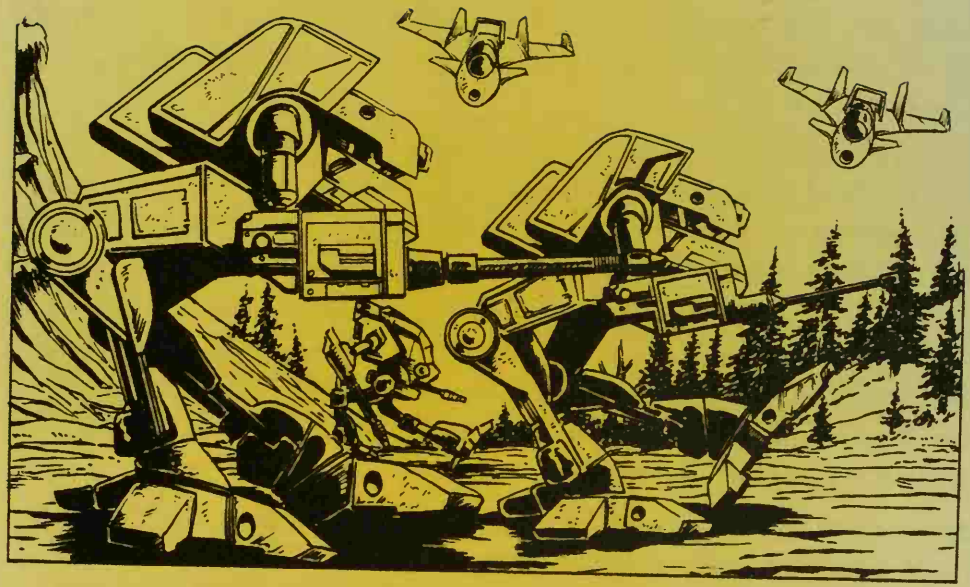
Chancellor Sun Tzu Liao began a number of guerrilla operations as well, all aimed at crippling Victor Davion's dwindling empire. Adding to Victor's problems, his sister Katherine declared herself Archon of the former Lyran Commonwealth, now called The Lyran Alliance. The Federated Commonwealth was split down the middle, though Victor did not acknowledge his sister's actions or statements.

At the same time, the internal politics of the clans split along Crusader/Warden lines. Ulric Kerensky was brought up on trumped-up charges of treason by the Jade Falcon Kahn. He could have easily bowed out from a fight, but it would've been at the cost of the truce.

Instead of backing down from his beliefs, he offered a Trial of Refusal to the Grand Council's vote to remove him as ilKahn. He defended his position with all of the Wolf Clan. His plan was simple—bloody the Jade Falcons to the point that they would be too weak to want to break the truce, out of fear that they would not reach Terra first.

ComStar was not spared the political strife in the Inner Sphere. The Word of Blake made a surprise inside strike at Terra and seized it. The Com Guards were positioned in the remains of the Rasalhague Republic at the front lines of the Clans. Rather than abandon their posts, they made the painful decision to allow The Word of Blake to maintain and hold Terra. Mankind's cradle was less strategic in the eyes of Martial Focht than the worlds along the Clan front.

Age-old rivals now square off. At stake—the fate of mankind and the Clans.



THE WEAPONS OF WAR: BATTLEMECHS

BattleMechs are the pinnacle of Battlefield Technology or BattleTech. These armored giants are designed to take on a platoon of conventional ground or hover armor and eliminate them. Capable of speeds in many cases of over 100 kph, they can operate for extended periods of time without support. BattleMechs are equipped for a highly mobile warfare operation and can be used in almost any environmental extreme including underwater and total vacuum operations.

BattleMechs are built around a skeletal core, usually manufactured from endomorphic steel. Along with the vast array of sensors, servo-actuators, and control systems, the skeletal frame is manipulated with myomer muscles. These artificial muscle fibers contract at levels thousands of times more powerful than human muscles and allow the BattleMechs to duplicate human movement. The outer surface of the 'Mech is covered in heavy armored plates designed to resist laser, explosion, and particle weapon damage.

'Mechs are piloted by MechWarriors who act not only as pilots but provide a BattleMech with balance. With a neurohelmet to provide feedback to the gyro stabilization system, a MechWarrior uses his or her own sense of balance to control and maintain coordination of the powerful 'Mech. Using a series of

interpretive and battle computers, the MechWarrior is capable of bringing to bear all of the deadly firepower of the 'Mech as well as performing the delicate movements that may be necessary.

A BattleMech is powered by a fusion reactor located in the center torso. These reactors create the tremendous amounts of power needed to take a 'Mech into combat. Their only drawback is the heat that they generate—so much heat that, in some combat situations, the ammunition in the 'Mech can explode or the pilot can be injured by the extreme temperatures. The heat also slows down a 'Mech, making it an easier target for enemy forces. A series of heat sinks are located throughout the 'Mech to vent off excess heat. When they become damaged, a MechWarrior must be very careful about how much combat he or she engages in.

BATTLEFIELD TECHNOLOGY

The Clans have an advantage over the Inner Sphere in the technology that they use. Their weapons tend to fire longer in combat, giving them an extended range. Their 'Mechs have lighter armor that still affords more protection. Clan 'Mechs also have an internal structure of aluminum, foam-filled, ceramic cores which enable them to have larger fusion reactor engines. This means they are faster than their Inner Sphere counterparts and have better command and control systems in their battle computer interfaces. More important, Clan 'Mechs run cooler than their Inner Sphere foes, meaning less overheating and more fighting.

THE GUTS

BattleMechs weigh anywhere from 20 to 100 tons when fully configured and outfitted. They are built with a complex system of myomer bundles. These myomer strands, when electricity is applied, contract at fantastic strengths. The myomer is carefully strung over the internal skeletal mass of the 'Mech, usually an endoplasmic aluminum core known commonly as Endo Steel. The core of these skeletal limbs acts as a massive computer network to coordinate the actions of the BattleMech.

The exterior of a 'Mech consists of diamond-fiber-weave ferro-fibrous carbon plates that are highly insulated, laser and blast resistant. Also mounted on the internal structure are a series of heat sinks. These sinks are massive cooling and ventilation systems designed to draw out the incredible amounts of heat generated by moving a 'Mech or firing its weapons. Sensor equipment is usually mounted on the internal structure and fed through specially designed sensor ports in the armor plating.

The heart of the BattleMech is a portable fusion reactor assembly. These systems provide the massive amounts of power needed to move a 'Mech and energize its weapons/pods. Fusion reactors provide the 'Mech with long term operational capabilities so that it is not reliant on refueling. Unfortunately, these reactors generate a great deal of heat on their own, and they are almost always mounted under or behind the cockpit. Thus engine hits often damage insulation, making the 'Mech run much hotter and placing the MechWarrior in imminent danger.

Temperatures inside a 'Mech are so hot that MechWarriors wear coolant vests when they pilot. These vests offer little protection, but pump coolant around the body of the wearer to carry away surface heat in the same way that a radiator works. Other than the vest, MechWarriors only wear light clothing—shorts and tee shirts—due to the excess heat that the BattleMech generates.

CONTROL

BattleMechs/OmniMechs use a powerful gyro stabilizer mounted in the torso of the 'Mech to maintain balance. Due to their sheer size, mass, and speed, balance is a critical factor. 'Mechs use a neuro-control system that feeds impulses from the MechWarrior's own brain (essentially his or her own sense of balance) into the BattleMech's gyro system.

The interface to this system can come in one of two forms. The first and most common is the neurohelmet. This device, attached to the MechWarrior's head and through bio-stimulant patch/contacts, feeds the neural inputs into the helmet which then is connected into the BattleMech's Diagnostic Interpreter (DI) computer. The neurohelmets fielded by the Clans are lightweight and provide protection to the MechWarrior when he or she is being tossed around the cockpit.

The second interface is neural nets that can be surgically implanted into the MechWarrior. These often appear as a series of facial/head tattoos. A jack is mounted on the head of the MechWarrior who, in turn, connects his or her head directly to the DI computer system. At present only the Clans field this type of technology and only in limited numbers, though the Inner Sphere is making some progress with their own version of this technology. Usually only the most determined and vicious Warriors opt for direct neural implants—and they wear these as a badge of bravery.

EJECTION—THE COWARD'S PATH

BattleMech cockpits are equipped with sophisticated ejection systems that launch both the MechWarrior and the command couch (seat) into the air. A system of rockets carries the seat clear of a 'Mech before the parachute is deployed.

Ejection is either an automatic or manual process. Automatic systems are in place so that when an overheat, critical fusion reactor core, or ammunition explosion is detected, the Warrior is ejected. These systems can be disabled by a Warrior if he or she chooses. Manually punching out is done via a safety blast system both above and in front of the MechWarrior.



OMNIMECHS AND WEAPONRY SYSTEMS

The OmniMech is the pinnacle of BattleMechs and only the Clans deploy these in large number. Where a BattleMech has fixed weapons and requires engineers to change or swap weapons, OmniMechs do this easily. Their weapons are pod mounted, slung on the arms. These weapons pods are easily interchanged by Technicians.

This kind of configuration allows the OmniMech to be outfitted with different weaponry and equipment for whatever mission it's undertaking. It also allows for a faster repair time, because damaged weapons systems can simply be replaced. This combat system allows Clan Warriors to outfit their 'Mechs prior to a battle based on what they'll face and the type of weapons that their foes may be deploying.

Weapons pods can be outfitted with a variety of weapons. Where the most common Inner Sphere lasers fire a continuous stream, Clan OmniMechs (or Omnis) use pulse laser technology. These lasers do more damage and generate less heat. They also use specially designed optics that allow some of their standard lasers to fire significantly longer ranges than their Inner Sphere counterparts.

Weapons pods can be outfitted with Particle Projection Cannons, or PPCs. Using accelerated particles, these weapons flash a bolt of controlled lightning when fired. The Clans use advanced field inhibitor systems that allow their PPCs to fire at longer ranges than Inner Sphere weapons of the same type.

Gauss Rifles use massive magnetic coils to accelerate deadly projectiles across the battlefields. These silvery slugs can slam halfway through the limb of many BattleMechs and their impact is so devastating, that MechWarriors often must fight just to keep their war machines upright after a hit from one of these.

There are two classes of missiles used on the battlefields of the 31st century. Long Range Missiles, or LRMs, have a longer range but less power on impact. Short Range Missiles, or SRMs, have a shorter range but do more damage against targets. The Clans utilize a technology known as Streak SRMs which have enhanced homing and targeting systems, making them very accurate even at their maximum ranges.

Autocannon weapons come in a variety of sizes and shapes. These are comparable to modern day tank cannons except they load automatically and have sophisticated targeting and tracking systems that tie into the OmniMech's Battlecomputer. Autocannons come in sizes 30 mm to 120 mm and can come in normal, LB-X, or Ultra configurations. LB-X systems are lighter in weight and generate less heat. Ultra Autocannons can fire at double their normal firing rate, literally throwing up a wall of projectiles, death, and destruction.

The Clans do deploy non-OmniMech BattleMechs in combat as well. These are almost always regulated to the inferior freebirth Warriors, second line forces, or Solhama units (those made up of disgraced or older Warriors who live to face their ends in battle). These second line BattleMechs usually make use of Clan weaponry technology—they simply don't use weapons pods.

ELEMENTALS

Each of the Clans deploys special ground infantry troops known as Elementals. These troopers, like the Warriors, are genetically engineered. But unlike MechWarriors, who are bred for speed, reflexes, and accuracy, the Elementals are bred for sheer brute strength and agility. They stand over 2.5 meters tall, monsters compared to normal infantry troopers.

Elementals are deployed in specially designed power armor suits. These suits have a powerful claw that can literally rip BattleMech armor apart. They have jump jets mounted onto their legs so that they can fly up and assault a 'Mech directly. Elementals carry shoulder mounted short range missiles and can be outfitted with a chain gun, laser, or other weapons systems.

Elemental suits are self-contained, allowing them to operate in any environment. They have sophisticated targeting systems and are designed to keep the Warrior fighting where others would fall. Each suit automatically seals off any breeches. When an Elemental is damaged, drugs are automatically pumped into his or her injured area to suppress pain and allow for movement.

Elementals are capable of swarming even an OmniMech and overwhelming it. They can cut through the armor and fire point blank at critical locations on the OmniMech like actuator joints, weapons systems, and the 'Mech's cockpit. Their small size, compared to BattleMechs, makes them difficult to target and even harder to kill.

CLAN MILITARY ORGANIZATION

The following chart shows how the Jade Falcons and Wolves organize their military units. Also included is the Clan rank associated with command of such a unit:

Unit Type	*'Mechs*	*Elementals*	*Rank*
Point	1 'Mech	5 Elementals	Warrior
Star	5 'Mechs	25 Elementals	Star Captain
Binary	2 Stars	2 Stars	Star Commander
Trinary	3 Stars	3 Stars	Star Commander
Cluster	4 Binaries or equal number	4 Binaries or equal number of 'Mechs	Star Colonel
Galaxy	3-5 Clusters	3-5 Clusters	Galaxy Commander or Kahn
Nova	1 'Mech Star and 1 Elemental Star	1 'Mech Star, 1 Elemental Star	Star Commander or Star Colonel
SuperNova	1 'Mech Binary, 2 Elemental Stars	1 'Mech Binary, 2 Elemental Stars	Star Commander or Star Colonel

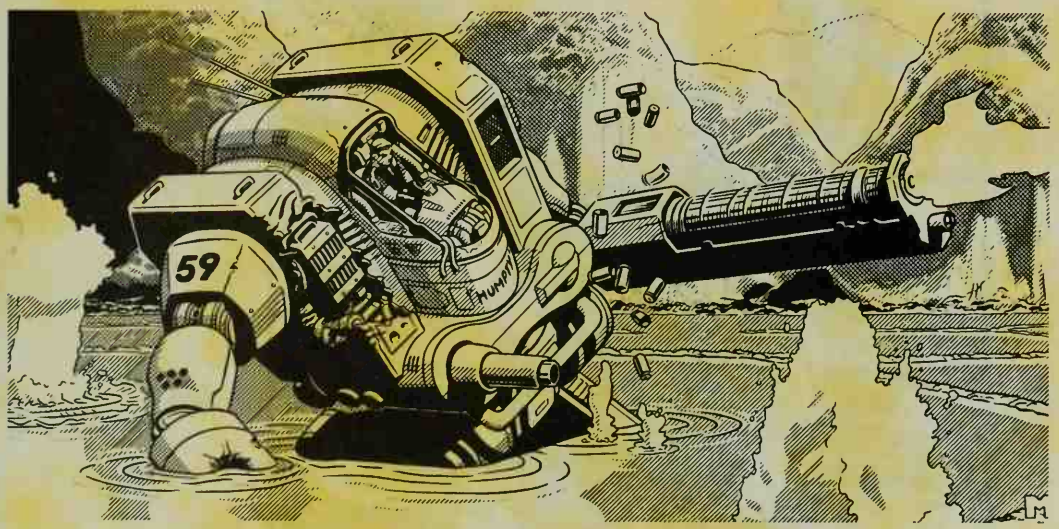
OMNIMECH NAMES

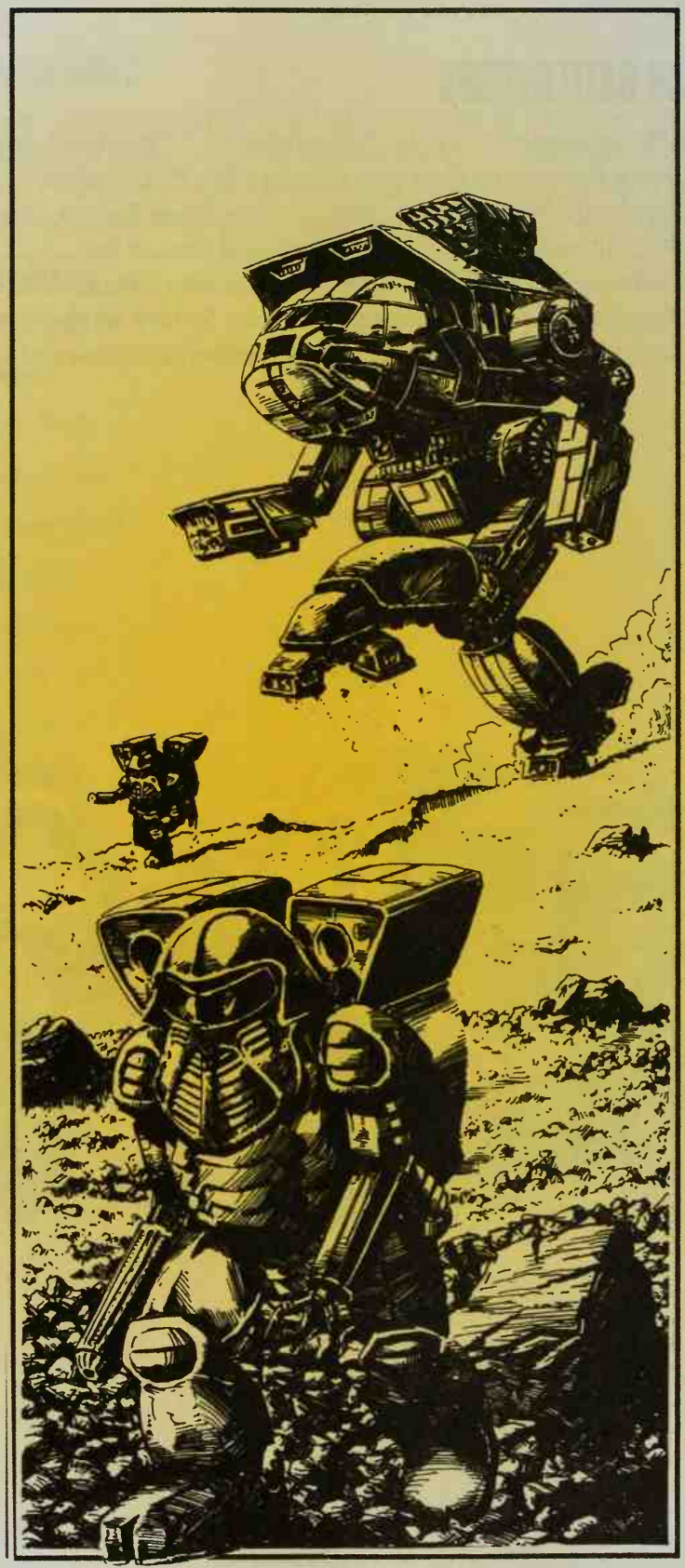
Because contact with the Clans and the bulk of the Inner Sphere was so limited during the initial stages of the invasion, the Inner Sphere developed names for the 'Mechs that were different than those used by the Clans themselves. This table outlines the Clan name and the Inner Sphere equivalent.

Clan Name	*Inner Sphere Name*
Fire Moth	Dasher
Adder	Puma
Dire Wolf	Diashi
Executioner	Gladiator
Timber Wolf	Mad Cat
Gargoyle	Man O' War
Hellbringer	Loki
Ice Ferret	Fenris
Kit Fox	Uller
Mad Dog	Vulture
Mist Lynx	Koshi
Nova	Black Hawk
Storm Crow	Ryoken
Summoner	Thor
Viper	Dragonfly
Warhawk	Masakari

SECOND LINE CLAN BATTLEMECHS

Not all of the BattleMechs deployed by the Clans consist of OmniMech technology. Their second line Provisional Garrison Clusters (or PGCs) often deploy standard BattleMechs. Many of these mirror their Inner Sphere counterparts in appearance, but not in their deadly punch and impact in battle—such as the Rifleman II-C commonly used by the Jade Falcons. While these second line 'Mechs are superior to what the Inner Sphere armies can currently field, they are still outclassed by the configuration capabilities of the OmniMech.





THE 'MECHS

We are the Jade Falcons, the heart and soul of what Nicholas Kerensky saw as his great vision for our people. Even if you took away our weapons, destroyed every BattleMech, Elemental Suit, and fighter, we still could defeat our foes. The reason is simple: we are not just a Clan driven by our technology, but a race of superior Warriors. A Warrior does not require weapons to crush his or her foe, they can do it with their bare hands.

The BattleMechs make us even more deadly. I hope that the Wolves consider this and tremble in their dens.

—Kahn Vandervahn Christu

FIREMOTH

Trading armor for a top speed of 162 kph, the 20-ton Firemoth is the fastest Clan 'Mech in existence. Known for its ability to pack a powerful punch against 'Mechs up to 10-15 tons heavier, its light weight and notable speed make it an excellent machine for recon patrol or scouting.



The Firemoth has an advantage that is difficult to counter in battle; it is fast—very fast. The speed factor makes it almost impossible to hit when it runs across the path of another 'Mech. The speed, however, has a number of drawbacks. It makes firing difficult unless you're heading straight at the enemy. Also, the tradeoff for speed is that the Firemoth is lighter in armor and weapons.

The Firemoth is configured with the MASC system, providing yet another massive speed advantage.

—Jade Falcon Bravo Galaxy Chief Technician Connery

'MECH SPECS

Mass:	20 tons
Chassis:	Endo Steel
Power Plant:	200 XL
Cruising Speed:	108 kph
Maximum Speed:	162 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	5
Center Torso	6	5
Center Torso (rear)		2
R/L Torso	5	4
R/L Torso (rear)		2
R/L Arm	3	3
R/L Leg	4	4

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
SRM-6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
CASE	RA	0	0
SRM-4	RT	1	1
Ammo (SRM) 25	RT	1	1
CASE	RT	0	0

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head	Ferro-Fibrous	0
Center Torso	MASC Endo Steel	0
Right Torso	2 Engine 2 Ferro-Fibrous Endo Steel Double Heat Sink	5
Left Torso	2 Engine 2 Ferro-Fibrous Endo Steel Double Heat Sink	5
Right Arm	Ferro-Fibrous Endo Steel	7
Left Arm	Ferro-Fibrous Endo Steel	7
Right Leg	Endo Steel	1
Left Leg	Endo Steel	1

CAPABILITIES

The Firemoth's primary configuration can give a good account of itself against any light 'Mech. Its exceptional speed allows it to confront its enemy at close range and use its short-range missiles and medium lasers effectively regardless of its opponent's actions. When facing a larger enemy, the Firemoth simply retreats to friendly lines, leaving its foe far behind.

Another popular tactic mastered by the Firemoth includes racing to the enemy's rear and cutting down opposing 'Mechs before they can respond.

FIREMOTH

KIT FOX

At 30 tons and topping out at 100 kph, the Kit Fox is clearly a fast combat machine. With a greater space for weaponry and equipment, the Kit Fox offers a better spread of weapons and stronger armor, making it a popular 'Mech for training and a wise selection for newer pilots.



The weapons on this BattleMech, in its primary configuration, are a good mix for long- and short-range combat—your key to survival. What makes the Kit Fox a good general purpose light 'Mech is the fact that it carries a fair amount of armor and is still relatively fast enough to enjoy the benefits that the lighter Firemoth enjoys. As long as you keep a Kit Fox running full out, it is hard to hit.

—Clan Wolf Tau Galaxy Chief Technician Turro

'MECH SPECS

Mass:	30 tons
Chassis:	Endo Steel
Power Plant:	180 XL
Cruising Speed:	64.8 kph
Maximum Speed:	97.2 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	10	9
Center Torso (rear)		5
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	7
R/L Leg	7	8

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER Medium Laser	LA	1	4
Small Pulse Laser	LA	1	1
Streak SRM-4	RA	1	2
Ammo (Streak) 25	RA	1	1
CASE	RA	0	0
LB-5X	RA	4	7
Ammo (AC) 20	RA	1	1

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head	Ferro-Fibrous	0
Center Torso	Double Heat Sink	0
Right Torso	2 Engine 2 Ferro-Fibrous 3 Endo Steel	5
Left Torso	2 Engine 2 Ferro-Fibrous 2 Endo Steel	6
Right Arm	Ferro-Fibrous Endo Steel	7
Left Arm	Ferro-Fibrous Endo Steel	7
Right Leg	Endo Steel	0
Left Leg	Endo Steel	0

CAPABILITIES

The Kit Fox's configuration is equipped with four of the most advanced weapons available. Its main firepower comes from the LV\B-5X Autocannon in its Right Arm and the extended-range large laser in its Left. A small pulse laser and streak SRM-4 add to the Kit Fox's punch at close range. This marvel of design keeps heat buildup in check, economizes on missile loads to avoid running out of ammunition, and provides sting at varying ranges.

KIT FOX

JENNER II-C

At 35 tons, the lightweight Jenner II-C boasts additional missile packs and a top speed of 150 kph—a considerable improvement on the Inner Sphere Jenner. Recognized as a fast-moving missile boat, the Clan renovation is dangerously ammo-dependent and takes the risk of becoming an unfortunate observer.



The Jenner BattleMech has been produced by the governments of the Inner Sphere for centuries. When the Clans invaded, they took this very old design and revamped it, making use of their superior technology. The result is a more powerful light 'Mech.

This is the lightest 'Mech in MechWarrior 2 that supports jump jets. This added mobility, combined with its fast ground speed, makes the Jenner II-C hard to hit.

'MECH SPECS

Mass:	35 tons
Chassis:	Endo Steel
Power Plant:	315 XL
Cruising Speed:	97.2 kph
Maximum Speed:	151.2 kph
Jump Jets:	7
Jump Capacity:	210 meters
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	7
Center Torso	11	13
Center Torso (rear)		7
R/L Torso	8	8
R/L Torso (rear)		4
R/L Arm	6	4
R/L Leg	8	9

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
SRM-4 Streak	CT	1	2
Ammo (SRM Streak) 25	RT	1	1
SRM-6	RA	1	1.5
Ammo (SRM) 15	RT	1	1
SRM 6	LA	1	1.5
Ammo (SRM) 15	LT	1	1
CASE	RT	0	0
Jump Jets	LL	3	1.5
Jump Jets	RL	3	1.5
Jump Jets	RT	1	0.5
CASE	RT	0	0

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head		1
Center Torso	Jump Jets	1
Right Torso	2 Engine 2 Double Heat Sinks	6
Left Torso	2 Engine 2 Double Heat Sinks	6
Right Arm		8
Left Arm		8
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

CAPABILITIES

The Jenner II-C's speed has been exploited to make it one of the fastest and most maneuverable 'Mechs in existence. Designers have reinforced its Center Torso and Leg armor for increased survivability, and its powerful jump jets give it an incredible 240-meter jump capability.

JENNER II-C

NOVA

As the first 'Mech in the medium-weight line-up equipped with jump jet capability, the Nova is recognized for its agility in getting out of tight spots. At 50 tons with an extensive firepower for its size, the Nova has proven effective in patrol or defense missions.



The primary configuration of the Nova is equipped with a wall of Medium ER Lasers. Because of this configuration, the use of the Alpha Strike (firing all weapons at the same time) can easily overheat. Group fire of all lasers at once can spike the heat level and shut down the 'Mech. Grouping of weapons on different Target Interlock Circuits is vital.

—Jade Falcon Bravo Galaxy Chief Technician Connery

'MECH SPECS

Mass:	50 tons
Chassis:	Standard
Power Plant:	250 XL
Cruising Speed:	54 kph
Maximum Speed:	86.4 kph
Jump Jets:	5
Jump Capacity:	150 Meters
Armor:	Standard

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	16	23
Center Torso (rear)		8
R/L Torso	12	17
R/L Torso (rear)		7
R/L Arm	8	16
R/L Leg	12	20

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
Double Heat Sink (1)	LA	2	1
Double Heat Sink (1)	LT	2	1
ER Medium Laser	RA	1	1

CONTINUES

PRIMARY WEAPONS CONFIGURATION CONTINUED

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head		1
Center Torso	Jump Jets	1
Right Torso	2 Engine 2 Double Heat Sinks	6
Left Torso	2 Engine 2 Double Heat Sinks	6
Right Arm		8
Left Arm		8
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

CAPABILITIES

The Nova has an unusual appearance and fearsome capabilities. The hexagonal weapons pod on each arm boasts six medium lasers that provide exceptional firepower, but generate too much heat for sustained firing. The Nova mounts four additional double heat sinks to allow the pilot more freedom to use his weapons; nevertheless, a pilot who fires all 10 lasers in one salvo risks immediate shutdown.

STORM CROW

The Storm Crow offers 55 tons of solid combat power. With a potent spread of weapons, substantial speed, and strong armor values, the Storm Crow is a well-balanced all-around 'Mech capable of completing most combat objectives effectively.



The beauty of the Storm Crow is that in its primary configuration, it doesn't carry any weapons systems that require ammunition. Its laser array covers both medium and long ranges and it carries a number of extra heat sinks to vent away the blasts of heat common when this deadly array of weapons is engaged simultaneously.

—Clan Wolf Tau Galaxy Chief Technician Turro

'MECH SPECS

Mass:	55 tons
Chassis:	Endo Steel
Power Plant:	330 XL
Cruising Speed:	64.8 kph
Maximum Speed:	97.2 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	18	25
Center Torso (rear)		11
R/L Torso	13	17
R/L Torso (rear)		9
R/L Arm	9	18
R/L Leg	13	26

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER Medium Laser	CT	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink (3)	LT	6	3
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink (3)	RA	6	3
Double Heat Sink (3)	RT	6	3

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head	Ferro-Fibrous	0
Center Torso	Endo Steel	1
Right Torso	2 Engine 3 Ferro-Fibrous Endo Steel	6
Left Torso	2 Engine 3 Ferro-Fibrous Endo Steel	6
Right Arm		9
Left Arm		9
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

CAPABILITIES

The Inner Sphere was totally unprepared for a 'Mech equipped with double-barreled lasers on each arm and the heat sinks that allow the pilot to use them. The configuration of the Storm Crow could devastate a foe in moments. The speed and firepower of this version of the Storm Crow commands the respect of any military force.

STORM CROW

MAD DOG

A solid medium-weight 'Mech, the Mad Dog displays a solid mix of weapons for its 60 tons of fighting metal. Widely utilized for its long-range firepower, the Mad Dog is capable of giving a serious punch and is tough enough to take one.



The Mad Dog serves the Clans as a sniping 'Mech. Once you encounter the enemy, you can reverse to maintain distance and use the long-range missiles to slowly whittle away your enemy's armor. With this tactic, the Mad Dog can take on a larger foe with a high probability of success.

'MECH SPECS

Mass:	60 tons
Chassis:	Standard
Power Plant:	300 XL
Cruising Speed:	54 kph
Maximum Speed:	86.4 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	20	23
Center Torso (rear)		7
R/L Torso	14	16
R/L Torso (rear)		7
R/L Arm	10	16
R/L Leg	14	23

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1
CASE	LT	0	0
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RA	1	2
LRM-20	RT	4	5
Ammo (SRM) 6	RT	1	1
CASE	RT	0	0

WEIGHT AND SPACE ALLOCATION

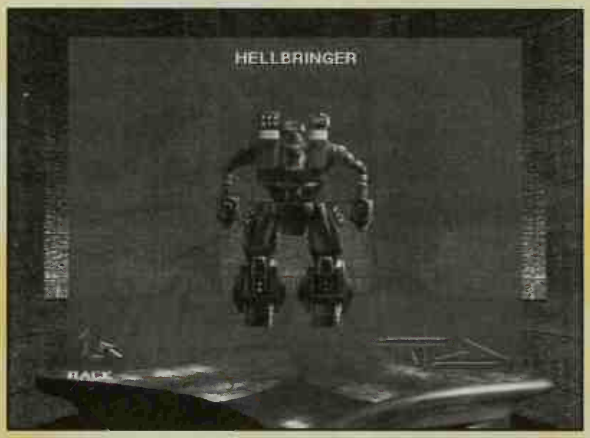
Location	*Fixed*	*Space Remaining*
Head	Ferro-Fibrous	0
Center Torso		2
Right Torso	2 Engine 2 Ferro-Fibrous	8
Left Torso	2 Engine 2 Ferro-Fibrous	8
Right Arm	Ferro-Fibrous	8
Left Arm	Ferro-Fibrous	8
Right Leg		2
Left Leg		2

CAPABILITIES

The Mad Dog serves mostly as a fire-support 'Mech. The twin racks of 20 long-range missiles can certainly hasten along the enemy's death. Should the Mad Dog injure an enemy at long range, it can take fate into its own hands—or arms in this case—and use its laser weapons to finish off its foe.

HELLBRINGER

The Hellbringer boasts a good spread of weapons across the board. At 65 tons, the Hellbringer is fast and tough—a well-rounded 'Mech that is exceptionally effectual in close-range battle and defensive missions.



You should definitely move the PPCs to a single TIC. This allows for a massive punch that generates a great deal of heat. Using the Extended Range PPCs for long-range fire and the rest of the weapons array for medium- and short-range work makes heat issues easier to deal with and works well against larger enemies.

—Jade Falcon Bravo Galaxy Chief Technician Connery

'MECH SPECS

Mass:	65 tons
Chassis:	Standard
Power Plant:	325 XL
Cruising Speed:	54 kph
Maximum Speed:	86.4 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Standard

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	17
Center Torso (rear)		8
R/L Torso	15	14
R/L Torso (rear)		7
R/L Arm	10	11
R/L Leg	15	15

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
CASE	CT	0	0
ER PPC	LA	2	6
ER Medium Laser	LT	1	1
ER Medium Laser	LT	1	1
ER Medium Laser	LT	1	1
ER PPC	RA	2	6
Streak SRM-6	RT	2	3
Ammo (Streak) 15	RT	1	1
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head		1
Center Torso		2
Right Torso	2 Engine	10
Left Torso	2 Engine	10
Right Arm		9
Left Arm		9
Right Leg		2
Left Leg		2

CAPABILITIES

The Hellbringer is an electronic marvel. Its blend of weapons systems is a sound combination of ammo efficiency, anti-'Mech capabilities, and long- and short-range functions. The only problem with this design is that it cannot handle the massive amounts of heat generated by its mixture of systems. Warriors must be cautious in their choice of targets so that cockpit heat levels do not rise too high.

RIFLEMAN II-C

This 65-ton Inner Sphere retrofit benefits from the addition of pulse lasers and jump jets. Though a tough contender, the Rifleman II-C is slow and often forces pilots to employ jump jets for escaping and attack rather than lateral movement. It is noted for its deftness in defense and combat patrol.



Another Clan re-make of an Inner Sphere 'Mech, the Rifleman II-C has a devastating amount of firepower for long range fire support. Unlike the Mad Dog and Timber Wolf, which are reliant on long-range missions in their primary configurations, the Rifleman II-C uses a quad mount of large pulse lasers.

The jump jet additions make this a deadly foe. Using the jump jets to fall back, the Rifleman II-C can keep out of range of its enemy's short and medium weapons.

'MECH SPECS

Mass:	65 tons
Chassis:	Endo Steel
Power Plant:	195 Standard
Cruising Speed:	32.4 kph
Maximum Speed:	54.0 kph
Jump Jets:	3
Jump Capacity:	90 meters
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	30
Center Torso (rear)		12
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	10	20
R/L Leg	15	30

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
Large Pulse Laser	LA	2	6
Large Pulse Laser	LA	2	6
Large Pulse Laser	RA	2	6
Large Pulse Laser	RA	2	6
Jump Jet	LT	1	1
Jump Jet	CT	1	1
Jump Jet	RT	1	1

CAPABILITIES

Visually, the Rifleman looks nothing like the traditional outline that would be recognizable on the battlefield. Like its smaller brother, it mounts a large rotating radar array over its head, but the II-C variant's radar system is mounted much higher, with twin box-like appendages fitted on either side of the central support pylon. Close analysis of the 'Mech in action on battlefield vids revealed that this unusual configuration includes a phased radar array that acts in tandem with the main array.

The Rifleman II-C serves as an anti-aircraft BattleMech, with a design that clearly implies a more conservative approach than others. By using a larger 260-rated engine, it retains the expected performance envelope of a standard Rifleman. This model's ferro-fibrous armor was eliminated, forcing the 'Mechs to carry two more tons of armor for effective cover. This variant of the Rifleman carries four ultra AC/2s, two in each arm, equipped with 135 rounds of ammunition for each pair stored in the adjacent Torso sections. While it lacks the firepower of the standard version, this variant is a formidable weapons platform with ample ammunition to fulfill the anti-aircraft mission.

RIFLEMAN II-C

SUMMONER

At 70 tons and equipped with jump jets, the primary configuration of the Summoner is one of the heavier 'Mechs with jump capability. The Summoner is popular for its invaluable combination of speed, weaponry, and jump capacity.



The Clans based this design on the Inner Sphere's Warhammer and Marauder BattleMech designs. This 'Mech is considered a mainstay in the Clan arsenal. It mounts a wide variety of weapons, and is well-balanced for speed and armor. The best way to deal with an enemy Summoner is to hit it where it's weakest—close ranges where its long-range weapons aren't as effective.

'MECH SPECS

Mass:	70 tons
Chassis:	Standard
Power Plant:	350 XL
Cruising Speed:	54 kph
Maximum Speed:	86.4 kph
Jump Jets:	5
Jump Capacity:	150 meters
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	22	27
Center Torso (rear)		8
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	11	17
R/L Leg	15	23

PRIMARY WEAPONS CONFIGURATION

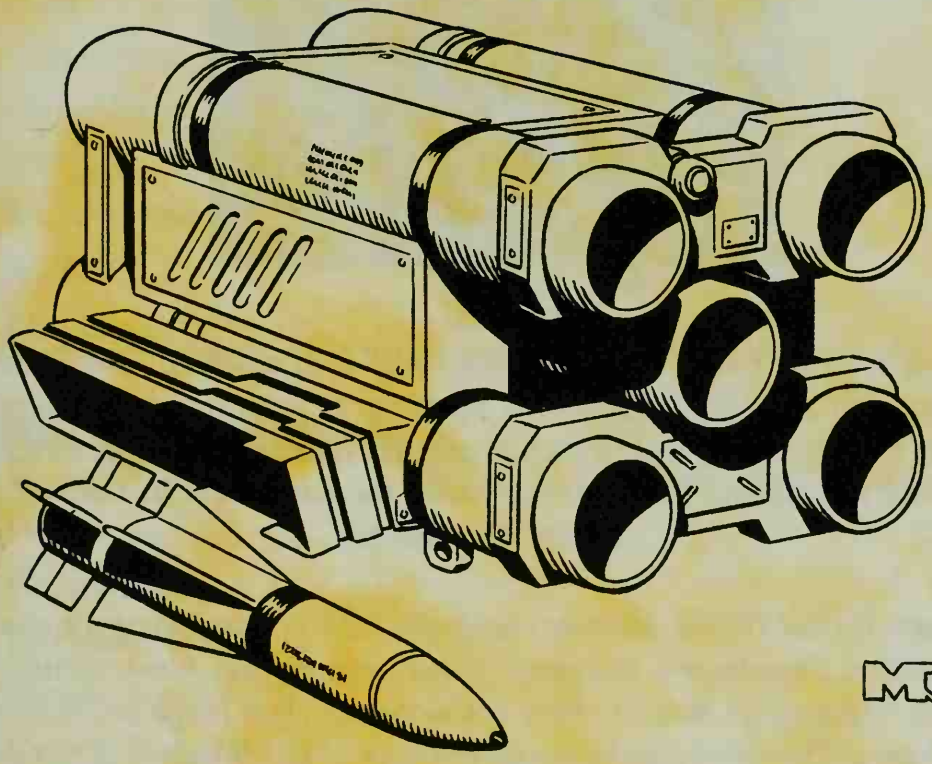
Weapons & Ammo	*Location*	*Critical*	*Ton*
LB-10X	LA	5	10
Ammo (AC) 10	LA	1	1
CASE	LA	0	0
LRM-15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
CASE	LT	0	0
ER PPC	RA	2	6

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head	Ferro-Fibrous	0
Center Torso	Jump Jets	1
Right Torso	2 Engine	
	2 Ferro-Fibrous	8
Left Torso	2 Engine	
	2 Ferro-Fibrous	8
Right Arm	Ferro-Fibrous	8
Left Arm	Ferro-Fibrous	8
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

CAPABILITIES

The huge Summoner, standing at least a meter taller than most other 'Mechs, appears most often in a configuration that is remarkable considering its lack of laser weaponry. Its mix of weapons complements this 'Mech's maneuverability to make it a deadly foe. This model carries a long-range missile launcher on its Left Shoulder, a PPC in one hand, and a heavy autocannon in the other.



TIMBER WOLF

This 75-ton machine is favored by Clan Wolf for its incredible versatility and ability to take a serious pounding. A popular reverse-joint 'Mech or "chicken-walker," the Timber Wolf is equipped with one of almost every type of weapon and is commonly used by Clan commanders.



One of the true strengths of the Timber Wolf is its ability to hang in for the duration of a battle. It has 45% more armor in its standard configuration than the Summoner, which is only five tons less in weight. At the same time, it moves at the same speed as the Summoner. Its tradeoff is in terms of weapons.

Perhaps Timber Wolves are best known for their primary weapons configuration. They have a long-range punch with the shoulder-mounted 20-pack long-range missiles. They are vicious at close range because of their lasers. The most popular reconfiguration of this 'Mech is to remove the existing weapons and outfit it with two extended-range particle projection cannons and two pairs of medium pulse lasers and double heat sinks.

—Clan Wolf Tau Galaxy Chief Technician Turro

'MECH SPECS

Mass:	75 tons
Chassis:	Endo Steel
Power Plant:	375 XL
Cruising Speed:	54 kph
Maximum Speed:	86.4 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	23	36
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	32

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
Machine Gun	CT	1	0.25
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink (1)	LA	2	1
Medium Pulse Laser	LT	1	2
LRM-20	LT	4	5
Ammo (LRM) 6	LT	1	1
CASE	LT	0	0
ER Small Laser	LT	1	0.5
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1

CONTINUES

PRIMARY WEAPONS CONFIGURATION CONTINUED

Weapons & Ammo	Location	Critical	Ton
Double Heat Sink (1)	RA	2	1
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
Ammo (MG) 200	RA	1	1
CASE	RA	0	0
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
CASE	RT	0	0

WEIGHT AND SPACE ALLOCATION

Location	Fixed	Space Remaining
Head	Ferro-Fibrous	0
Center Torso	Endo Steel	1
Right Torso	2 Engine 2 Ferro-Fibrous Endo Steel	7
Left Torso	2 Engine 2 Ferro-Fibrous Endo Steel	7
Right Arm	Ferro-Fibrous	8
Left Arm	Ferro-Fibrous	8
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

CAPABILITIES

The Timber Wolf displays impressive firepower, starting with double LRM-20 racks on the Shoulders, and weapons pods on each Arm containing an extended-range large laser and an extended-range medium laser. The Timber Wolf also incorporates pulse technology with a medium pulse laser on the Right side of the Torso, and a dual machine gun system to round out its weaponry.

TIMBER WOLF

GARGOYLE

The Gargoyle packs its 80 tons with powerful firepower, but its weapons are highly ammo-intensive and demand a pilot's constant gauging of depleted ammo. A superior close-range 'Mech, the Gargoyle is often employed for urban fighting and civil unrest.



At 80 tons, the Gargoyle is officially classified as an Assault Class OmniMech. Usually at this weight class, higher speed is almost always sacrificed for firepower and armor. However, our Clan's engineers originally provided it with the ability to cruise at up to 86 kph, almost unheard of for a 'Mech of this size. Coupled with its exceptional array of heat sinks, it is easy to see why this is popular with the Warrior Caste.

—Clan Wolf Tau Galaxy Chief Technician Turro

'MECH SPECS

Mass:	80 tons
Chassis:	Standard
Power Plant:	400 XL
Cruising Speed:	54 kph
Maximum Speed:	86.4 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	25	30
Center Torso (rear)		10
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	23
R/L Leg	17	24

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER Small Laser	CT	1	0.5
LB-5X	LA	4	7
SRM-6	LA	1	1.5
Ammo (AC) 10	LT	1	1
CASE	LT	0	0
Ammo (SRM) 15	LT	1	1
LB-5X	RA	4	7
SRM-6	RA	1	1.5
Ammo (AC) 10	RT	1	1
CASE	RT	0	0
Ammo (SRM) 15	RT	1	1

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head	Ferro-Fibrous	0
Center Torso		2
Right Torso	2 Engine	
	2 Ferro-Fibrous	8
Left Torso	2 Engine	
	2 Ferro-Fibrous	8
Right Arm	Ferro-Fibrous	8
Left Arm	Ferro-Fibrous	8
Right Leg		2
Left Leg		2

CAPABILITIES

With almost all of its firepower in its Arm weapons pods, the Gargoyle is a versatile design. The most common combination of weapons includes an LB-5 X Autocannon and SRM-6 launcher on each Arm and a small laser in the center torso.

A model that carries a double particle projection cannon in the Right Arm and a triangle of lasers in the Left is almost as frequently seen. A large pulse laser sits above the two medium pulse lasers along with a small laser.

MJ

WARHAMMER II-C

The 80-ton 'Mech retrofit is a popular deployment amongst the Clans. Well known for its durability and its even spread of weapons, the Warhammer II-C is capable of enduring extensive combat patrol and strike missions while inflicting a considerable amount of damage.



Our people's version of the Warhammer is significantly larger in mass. It is still a slow and lumbering 'Mech speed-wise, but most Warriors have come to praise the Technician Caste for equipping this version with an impressive array of weaponry.

Twin ER PPCs provide long-range firepower, and the use of the short-range missile pack and five medium pulse lasers make it a nasty customer in close-up fighting. The only weakness that Warriors have expressed over the design is a marked lack of armor given the size of the 'Mech. Given the fighting tactics of our people, however, striking fast and hard, the thinner armor works for most strike-type missions but limits the use of this 'Mech for garrison duty, where prolonged fighting can wear away the 'Mech's protection.

—Jade Falcon Bravo Galaxy Chief Technician Connery

'MECH SPECS

Mass:	80 tons
Chassis:	Endo Steel
Power Plant:	320 Standard
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	25	30
Center Torso (rear)		15
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	24
R/L Leg	17	30

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER PPC	LA	2	6
ER PPC	RA	2	6
Medium Pulse Laser	H	1	2
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	LT	1	2
SRM-6	RT	1	1.5
Ammo (SRM) 25	RT	1	1
CASE	RT	0	0
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	RT	1	2

CAPABILITIES

The Warhammer was originally designed as an assault 'Mech, and even though it was later eclipsed by heavier 'Mechs, it can still live up to its reputation as one of the most powerful weapon platforms at a commander's disposal.

The Warhammer has a winning combination of speed and firepower that has secured its position in every arsenal. Its strong frame allows many common modifications to be made without losing fighting capacity.

Through our technological expertise, we have transformed the Warhammer into a true assault 'Mech, managing to add ten tons of weight and also retain its speed and firepower. The result of such design expertise is a very powerful and dangerous 'Mech capable of holding its own on any battlefield.

WARHAWK

This 85-ton assault 'Mech carries a 10-missile pack that can pepper an enemy from distances unreachable by most enemy opponents. With four particle projectile cannons that can be fired in one fell swoop, this 'Mech is highly regarded for its intense mix of firepower.



The Warhawk is designed for long-range engagements, at least in its primary configuration. At extended ranges, the pair of PPCs and the long-range missile rack can cripple or destroy a light opponent. The key, however, is the range of the engagement. The Warhawk has little to nothing for close in-fighting and is often the victim of enemies willing to weather the charge under a wall of fire to get in close.

—Clan Wolf Tau Galaxy Chief Technician Turro

'MECH SPECS

Mass:	85 tons
Chassis:	Standard
Power Plant:	340 XL
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	5
Center Torso	27	42
Center Torso (rear)		10
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	28
R/L Leg	18	35

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER PPC	LA	2	6
ER PPC	LA	2	6
LRM-10	LA	1	2.5
Ammo (LRM) 12	LA	1	1
CASE	LA	0	0
ER PPC	RA	2	6
ER PPC	RA	2	6

WEIGHT AND SPACE ALLOCATION

Location	*Fixed*	*Space Remaining*
Head	Ferro-Fibrous	0
Center Torso		2
Right Torso	2 Engine 2 Ferro-Fibrous Double Heat Sink	6
Left Torso	2 Engine 2 Ferro-Fibrous 4 Double Heat Sinks	0
Right Arm	Ferro-Fibrous	8
Left Arm	Ferro-Fibrous	8
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

CAPABILITIES

The Warhawk, with its paired PPCs in the Arms and a potent long-range missile launcher, can destroy smaller 'Mechs with a single blast.

MARAUDER II-C

Much like the Inner Sphere variant, the 85-ton Marauder II-C is equipped with a host of lasers and PPCs, making it a fierce close-range and defense opponent. With a maximum speed of 64.8 kph, the Marauder II-C is often highly regarded for its phenomenal endurance in combat.



Our variant of this Inner Sphere assault BattleMech honors its original designers and still takes into account the Clan Warrior's fighting styles. Like most assault 'Mechs of its size, the Marauder II-C is a slow mover, making it a large target for the foe willing to brave its firepower.

The triple threat of PPCs means that a direct hit on almost any other 'Mech with all three of these weapons can immediately cause critical damage. The problem, obviously, is the heat generated by these weapons. It is suggested that only two of these be on the same target interlock circuit. The remaining PPC and the medium pulse lasers make for a good medium fire group. Finally, for that up-close-and-personal contact, the quad mount of extended-range small lasers make an excellent firing group. This allows you to make use of our TIC firing groups based on range and on heat build-up.

—Jade Falcon Bravo Galaxy Chief Technician Connery

'MECH SPECS

Mass:	85 tons
Chassis:	Endo Steel
Power Plant:	340 Standard
Cruising Speed:	43.2 kph
Maximum Speed:	64.8 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Ferro-Fibrous

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	27	30
Center Torso (rear)		12
R/L Torso	18	26
R/L Torso (rear)		8
R/L Arm	14	24
R/L Leg	18	27

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
ER PPC	LA	2	6
ER PPC	RA	2	6
ER PPC	LT	2	6
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RA	1	2
ER Small Laser	LT	1	0.5
ER Small Laser	CT	1	0.5
ER Small Laser	CT	1	0.5
ER Small Laser	RT	1	0.5

CAPABILITIES

The Marauder II-C carries the weaponry layout typical of the standard Marauder. The Firearms each contain extended-range PPCs paired with medium pulse lasers. This setup is familiar as the configuration of the Warhammer, which drops hand actuators to ease maintenance and create a more compact design. The top Torso-mounted weapon on this version is another extended-range PPC, thus avoiding a vulnerable ammunition-feed linkage needed for a projectile weapon.

MARAUDER II-C



DIRE WOLF

Weighing 100 tons, the Dire Wolf is the heaviest of the Clan 'Mechs. It carries a large amount of weaponry that allows it to take a major beating before an imminent breakdown. However, due to the frontal location of its cockpit and speed that's hindered by its immense mass, the Dire Wolf can quickly become an easy target for faster 'Mechs.



The Dire Wolf is the largest Clan OmniMech currently deployed in the Clan Occupation Zone, and we of the Wolf Clan are proud that it bears our name. A lumbering giant, this slow-moving monster carries an array of weapons that demand the use of fire grouping and TICs.

In its primary configuration, the Dire Wolf is a nightmare to face—but a dream to command. Most Warriors have found that the best way to deal with the Dire Wolf is to wear it down at long ranges, keeping it from bringing in all of its firepower at the deadly medium ranges. This often requires a falling-back approach, dropping backward as you fire, but it is the best way to eat away at the thick armor of the Dire Wolf. These kinds of sniping attacks, while they lack the honor of the direct point-blank kill, are the best to achieve victory—the ultimate honor for any clansman.

—Clan Wolf Tau Galaxy Chief Technician Turro

'MECH SPECS

Mass:	100 tons
Chassis:	Standard
Power Plant:	300 XL
Cruising Speed:	32.4 kph
Maximum Speed:	54 kph
Jump Jets:	None
Jump Capacity:	None
Armor:	Standard

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

PRIMARY WEAPONS CONFIGURATION

Weapons & Ammo	*Location*	*Critical*	*Ton*
Double Heat Sink (1)	CT	2	1
ER Large Laser	LA	1	4
ER Large Laser	LA	1	4
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
CASE	LA	0	0
LRM-10	LT	1	2.5
Ammo (LRM) 12	LT	1	1

CONTINUES

PRIMARY WEAPONS CONFIGURATION CONTINUED

Weapons & Ammo	*Location*	*Critical*	*Ton*
Double Heat Sink (3)	LT	6	3
CASE	LT	0	0
ER Large Laser	RA	1	4
ER Large Laser	RA	1	4
Medium Pulse Laser	RA	1	2
Ultra-5 AC	RA	3	7
Ammo (AC) 20	RA	1	1
CASE	RA	0	0
Double Heat Sink (3)	RT	6	3

WEIGHT AND SPACE ALLOCATION

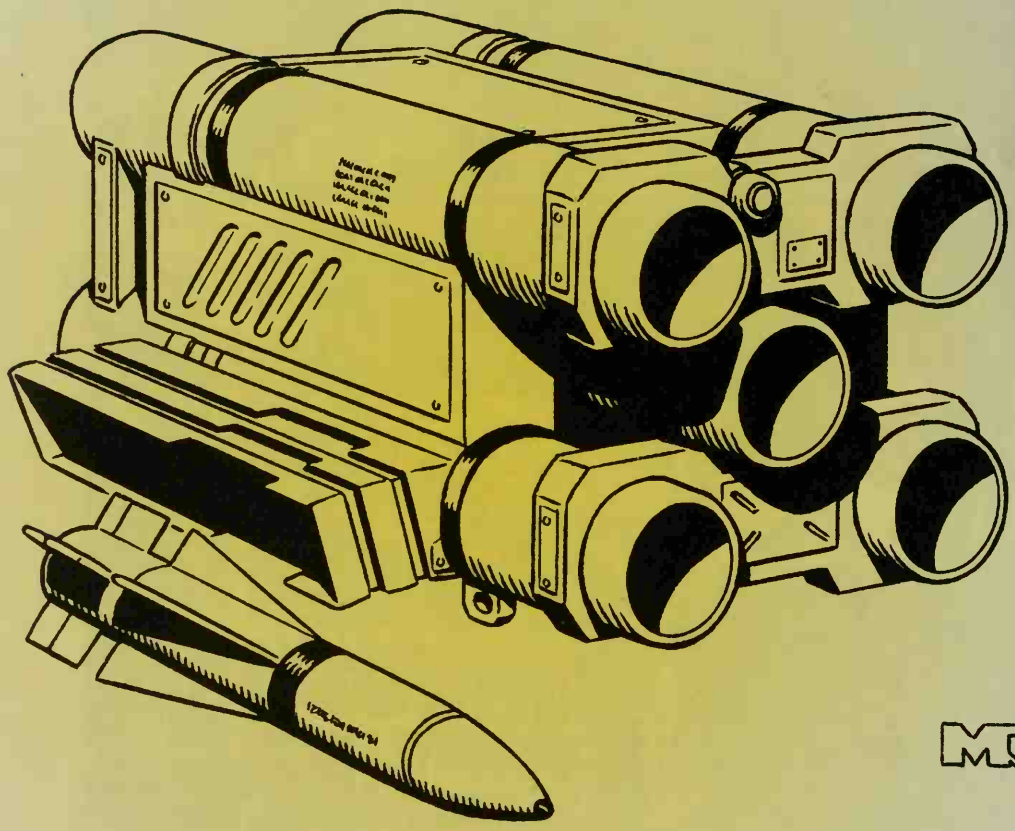
Location	*Fixed*	*Space Remaining*
Head		1
Center Torso		2
Right Torso	2 Engine Double Heat Sink	8
Left Torso	2 Engine Double Heat Sink	8
Right Arm		9
Left Arm		9
Right Leg		2
Left Leg	Double Heat Sink	0

CAPABILITIES

The Dire Wolf features an LRM-10 rack on the Left Shoulder. Each Arm consists of a bundle of death, namely an Ultra-5 Autocannon, two large lasers, and two medium pulse lasers. Seven double-strength heat sinks are mounted in the Torso of the 'Mech to deal with some of the heat buildup.

DIRE WOLF





PILOTING CONTROLS

You are part of the Screaming Falcon sibko. I am your instructor—and much more than that. I am your life. My word is law. My will is divine inspiration. My orders are edicts for you to live and die by. Heed what I say, and you may yet live to honor the glory of the Jade Falcon. Ignore me, and face not just my wrath, but a Circle of Equals and your fate...

—Introduction Speech, Star Captain Utar,
Clan Jade Falcon Sibko Instructor

Despite its high degree of technical sophistication, a BattleMech is a relatively simple machine to pilot, and this is reflected in MechWarrior 2. This section explains some of the general system operations that are required to operate a 'Mech and how the mission is undertaken. A firm understanding of these concepts is necessary before you attempt to master the command seat on your Omni.

This section should be reviewed twice. Once before you go through the controls, and again before you undertake a mission.

MOVEMENT CONTROLS

THE CARDINAL RULES OF BATTLEMECH COMBAT

Courtesy of the Virtual World Centers in Chicago and Dallas

1. Never stand still in combat. Move—move like you've never moved before.
2. If it moves, shoot it.
3. If it stands still, shoot it—a lot. (Optional Rule: Shoot it until it moves, then apply rule #2)

THROTTLE

Keyboard	*Mouse*	*Joystick*
Number 1 through 0	NA	NA

The throttle controls determine the speed your BattleMech is traveling. A dead stop is 1, and your maximum speed is 0. Everything in between (2-9) grows faster as the number gets higher. Throttle settings remain set at a speed until you change them by pressing another speed, or you shut down.

NOTE

Your current speed is displayed in the lower right corner of your cockpit display.



The bar along the right side of the screen shows your speed capabilities. Speed plays several critical roles in the game. It affects your ability to aim and fire your weapons at an enemy: the higher your throttle, the more difficult it is to aim. Conversely, if you're traveling fast, it is harder for the opposing 'Mech Force to aim and fire at you.

Another important rule to remember: the faster you go, the wider you turn. If you want to turn sharply, cut your speed. If you want to turn widely, set your throttle to a higher rate of speed.

CHANGE DIRECTION

Keyboard	*Mouse*	*Joystick*
Right and Left Arrow Keys	NA	Move Right and Left

The directional changes determine where you are heading. If you aren't using the Torso Twist feature (described in a following section) this enables you to turn and aim your 'Mech at the enemy.

Your current heading is always displayed in the heading indicator at the top of your cockpit screen.

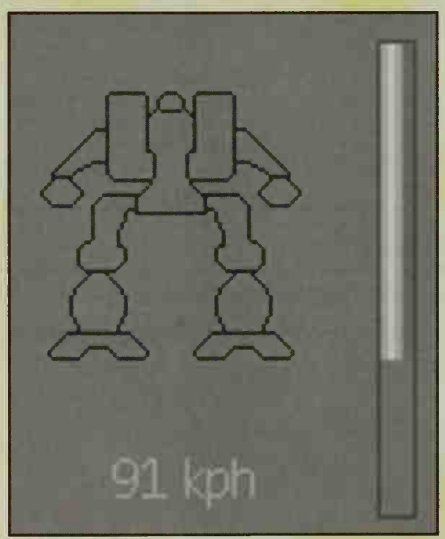


FORWARD/REVERSE

Keyboard	*Mouse*	*Joystick*
~ (toggles for forward and reverse)	NA	NA

This toggle function enables you to change the direction your 'Mech is moving—forward or reverse. You always start the game moving forward; pressing the ~ key once maintains your current throttle heading, but moves you backward. Pressing the tilde (~) again changes you back to forward movement.

Your speed is still reflected by the speed indicator. The bar on the right side of the screen tells you which direction you're going. ***Blue*** is backward or reverse, ***green*** is forward.



NOTE

Your Speed is also displayed in these colors for quick reference.

TORSO TWISTING

Keyboard	*Mouse*	*Joystick*
< (left) and > (right)	Right or Left Movement	NA

Torso Twisting enables you to independently move the upper torso of the BattleMech for targeting and firing opportunities. While this has no impact whatsoever on the physical movement of the 'Mech, it controls where you are currently aiming your weapons.

This is useful for meeting mission objectives. You can plot a course to a Nav Point, set your speed, then use the TorsoTwisting to turn and engage the enemies as you pass them.

Your torso direction is always shown in the Heading indicator at the top of the screen as a green bar to either the right or left of the current direction setting. The longer the green bar, the further you are twisted to that side.



AUTOMATIC TORSO RE-CENTERING

Keyboard	*Mouse*	*Joystick*
/	NA	NA

After you adjust the torso position of the BattleMech, it's often necessary to change your movement direction. The best way to do this is to use the automatic torso re-centering function. When engaged, it automatically re-aligns the

upper torso of the 'Mech with the movement/facing of the lower torso (aligning with the BattleMech's legs). It's much easier to perform this function than to manually re-align the torso and the direction that your 'Mech is heading—especially if you're under fire.

TORSO DOWN

Keyboard	*Mouse*	*Joystick*
Down Arrow	Backward	Backward

At times, you will engage your enemies at point blank range—when operating one of the lower profile BattleMechs it is necessary to lean forward to shoot down at them. This is particularly true of Elementals.

This function allows you to tip the BattleMech forward and down to shoot at whatever is at your feet.

TORSO UP

Keyboard	*Mouse*	*Joystick*
Up Arrow	Forward	Forward

Not all of your enemies will be on the ground. On some missions, aerospace fighter support will attack you, sweeping in out of the skies. Other times your enemy will attack you from a high bluff or fortified position at a higher elevation.

The use of this feature allows you to aim up into the air to engage targets higher than your BattleMech's current position.

SELECT NAV POINT

Keyboard	*Mouse*	*Joystick*
N	NA	NA

The target zones in the game have been pre-loaded into your BattleMech's Battlecomputer as a series of Nav Points. These points are simply map coordinates telling you where to go next to accomplish your mission.

The ***N*** key turns on the select Nav point function. It shows on your display as a "Nav" logo when you're facing in that direction. A cross in the upper left corner of your screen shows you the current direction of the Nav Point relative to where you are.





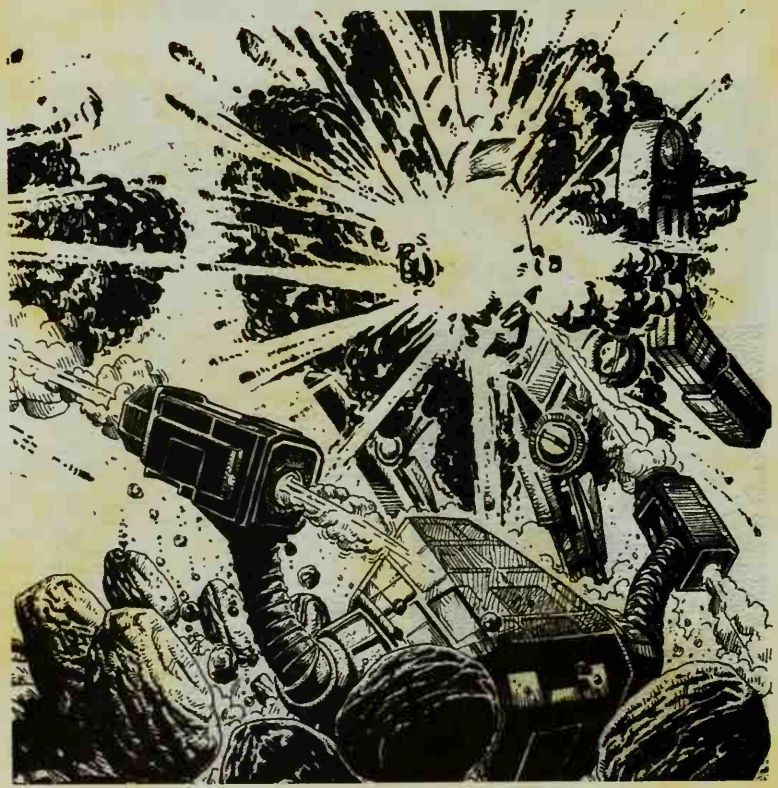
Reaching each Nav Point is crucial to the success of your missions. Each time you press the ***N*** key you toggle through the open Nav Points.

AUTO PILOT

Keyboard	*Mouse*	*Joystick*
A	NA	NA

Once you select a Nav Point, engaging the auto pilot aims your BattleMech toward that point and moves you at the speed you indicate. It can be shut off by pressing the ***A*** key or by manually moving the 'Mech (changing directions, etc). Torso Twisting does not disengage the Auto pilot.

NOTE:
When this feature is activated the auto pilot indicator on the screen shows you that it is on.



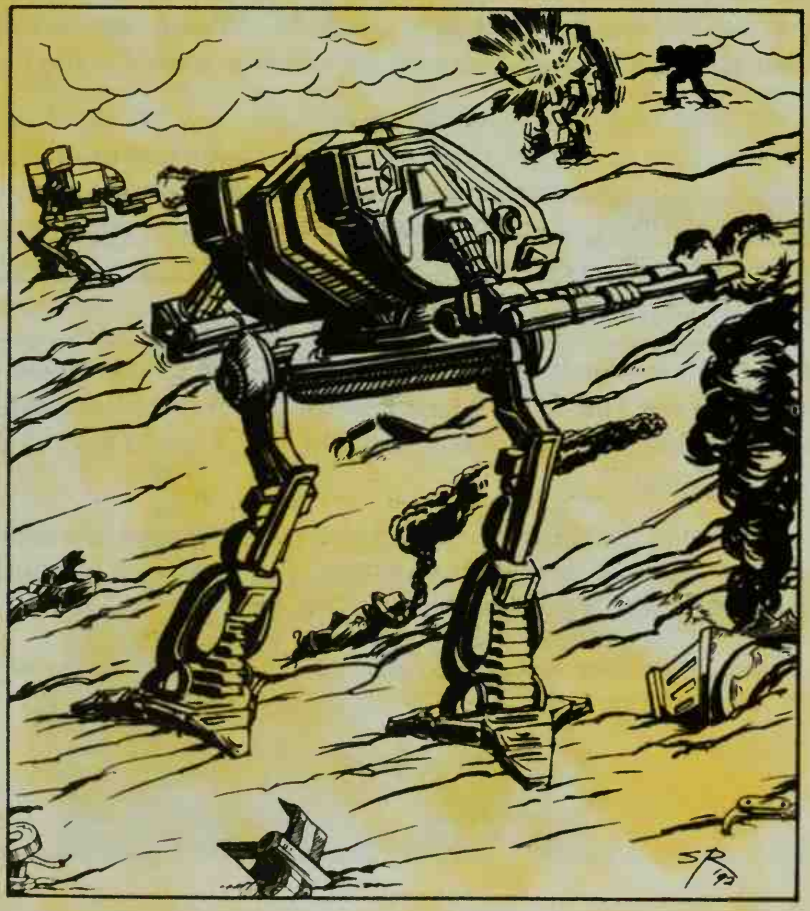
JUMP JET IGNITION

Keyboard	*Mouse*	*Joystick*
J (hold key down when using)	NA	NA

Some of the 'Mechs in the game are equipped with jump jets. Before you can use the jump jets, they have to be enabled. The jump jets enable you to move up to 50 meters in the air over the battlefield.

Hold down the *J* key to fire the jump jets. The jump jet duration bar at the bottom right of the screen shows, in length of green, how long you have to keep the jets activated for a specific jump.

Once the bar is totally red or you let up on the *J* key, your 'Mech drops and completes the jump. It cannot jump again until the bar has some green in it—the more green, the longer the jump possible. The Altimeter indicator at the far left of the screen gives your current altitude.



NOTE

The Altimeter displays your altitude at all times above the planet's sea level, telling you how high you are on hills, ridges, etc.

Landing with jump jets takes a great deal of practice and skill. The MechWarrior must retain some jump jet thrust in reserve to help brake the landing, or your BattleMech suffers damage to the legs upon landing. This is especially important if the legs have already suffered damage.

When you have collision damage activated you can use the infamous Death from Above tactic and land on your foe. It's important to note that jumping generates heat. The Clans officially frown on the use of this tactic, seeing the use of jump jets as potentially dishonorable since a Warrior can use them to obtain a rear shot. Such tactics, however, are often employed in the heat of battle.

JUMP JET FLIGHT CONTROL

Keyboard	*Mouse*	*Joystick*
Numeric keypad arrow and number keys	NA	NA

When your 'Mech is executing a jump, its direction can be controlled using the numerical keypad. The ***4*** and ***6*** keys control the lateral movement, the ***8*** and ***2*** control forward and rear movement. The ***7***, ***9***, ***1***, and ***3*** keys all provide diagonal jump control.

Your 'Mech jumps in the direction (and at the speed) you were traveling at the start of the jump. Using these keys enables you to adjust your jump flight, possibly even using the infamous Death from Above tactic.

The use of the ***Home*** key and the numeric keypad ***6*** key enables you to accelerate your 'Mech during a jump.

SHUTDOWN/STARTUP BATTLEMECH

Keyboard	*Mouse*	*Joystick*
S	NA	NA

You can shut down your BattleMech by pressing the ***S*** key. To restart the 'Mech press this key again.

Shutting down can be very dangerous. It takes several seconds for a BattleMech to come back on line after it is shut down. During that time your 'Mech is vulnerable to enemy fire.

NOTE

Be careful not to accidentally shut down your 'Mech during the middle of a firefight! If you do, press CTRL + ALT + V to at least temporarily make yourself invulnerable.

OVERRIDE SHUTDOWN SEQUENCE

Keyboard	*Mouse*	*Joystick*
O	NA	NA

When heat levels are too high, you're automatically ejected from the cockpit and out of harm's way. Your battle computer informs you you're about to be ejected with the statement: "Shutdown sequence initiated." If you're not in the mood for ejection, you can override by pressing the ***O*** key. This enables you to struggle on, though your fusion reactor or ammo or both may be about to blow, and squeak out a last second victory. Such actions are common among Clan Warriors, but those that fail usually don't live to talk about it.



MASC

Keyboard	*Mouse*	*Joystick*
V	NA	NA

MASC stands for Myomer Accelerated Signal Circuitry. While BattleMechs are powered via actuators and massive myomer muscle bundles, this system uses a sophisticated control system and special myomers to allow the 'Mech to accelerate to incredible bursts of speed.

In its default mode, only the Firemoth 'Mech is equipped with MASC control systems. You can configure your own 'Mech with MASC, however. Be warned though; when engaged, this system can damage your BattleMech's heat dissipation system. Usually only the most skilled pilots among the Warrior Caste use this system.

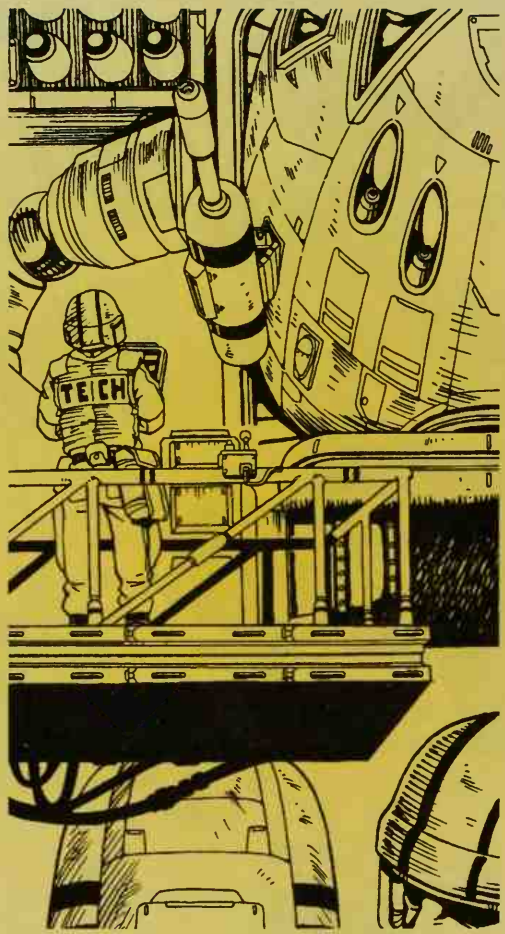
SELF-DESTRUCT

Keyboard	*Mouse*	*Joystick*
CTRL + ALT + X	NA	NA

The Clans pride one thing next to their sense of honor—victory! The sweet taste of victory is something sought after even at the cost of one's life. To many Warriors, the loss of life in the name of their Clan is the greatest victory of all. Such victories allow a MechWarrior to stand out and possibly have his or her genes added to the genetic pool for future Warriors.

The self-destruction system destroys your 'Mech—plain and simple. If you're at point blank range with one or more enemies, and splash damage is still enabled, you'll most likely kill them when you die. Such is the high path of honor among the Clans—Seyla!

PILOTING CONTROLS


TECH

WEAPONRY CONTROLS

The following are the weapons control systems for your BattleMech. You should thoroughly familiarize yourself with these controls if you plan to last long on the field.

WEAPONS GROUPS

When you begin a mission, your weapons are all set to a single weapons group (referred to in BattleTech lingo as a Target Interlock Circuit or TIC). If you use the "Fire All" button (the ; key), all of the weapons are grouped together, so they all fire. This kind of attack is known commonly as an Alpha Strike and is the most deadly assault, but it has a downside in that it generates the maximum possible heat. In some 'Mechs, firing everything at once can shut down your 'Mech due to overheating, making you the largest unmoving target on the battlefield.

Most skilled MechWarriors group their weapons, or arrange them in different target interlock circuits, so that when you "Fire all" you only fire all of the weapons in that single group. The biggest advantage in this is that you are essentially managing your heat by controlling what systems you fire at the same time.

Setting up these groups is done using the Enter key to move between weapons and using the Add Weapons function (Shift + 1, Shift + 2, and Shift + 3) to group your weapons. Your Battlecomputer on your Omni will support a maximum of three TICs.

In a firefight you can toggle between groups using your Enter key. When in a group you can fire each weapon individually (Fire selected weapon button/control) or you can "Fire All" and fire all of the weapons *in that group*.

'MECH WEAPON CONTROLS

SELECT WEAPON (OR WEAPONS GROUP) TO FIRE

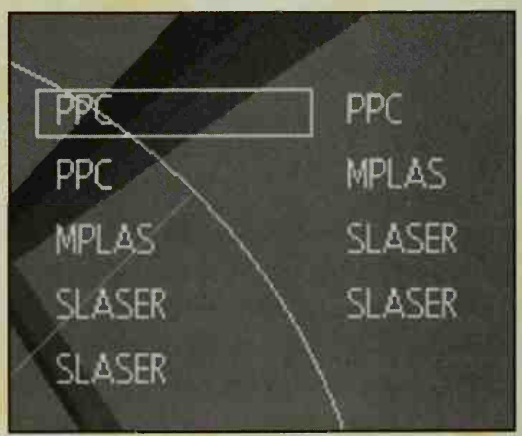
Keyboard	*Mouse*	*Joystick*
Enter	Left Button	NA

The Enter key enables you to select weapons in the Weapons Status Display window at the upper right corner of the screen. Using Enter scrolls you through the weapons (or the weapons groups, if you've assigned weapons to groups).

If you use the Alpha Strike key to fire, all of the weapons in the same group as the selected weapon fire.

Heat plays a critical role in MechWarrior 2, so it's important to select your weapons carefully. Remember that different weapons have different ranges, so choosing the right weapon for the right range is critical.

A red weapon indicates that it is either damaged, recharging, or reloading, and therefore unable to fire.



FIRE SELECTED WEAPON

Keyboard	*Mouse*	*Joystick*
Spacebar	Right Button	Trigger Buttons

The Spacebar fires the weapon you're highlighting in the weapons status display at the upper-right corner of the screen.

If the Automatic Weapons Advance is disabled, the system switches to Group fire. This is identical to the Alpha Strike function, which fires all of the weapons in the group when the Spacebar is pressed.

NOTE

If the Automatic Weapons Advance is enabled (the default setting when you begin playing MechWarrior 2), the Battlecomputer selects the next weapon on the BattleMech for firing.

AUTOMATIC WEAPONS ADVANCE

Keyboard	*Mouse*	*Joystick*
\	NA	NA

The \ key acts as a toggle control to disable or enable Automatic Weapons Advance. When this system is enabled, weapons are automatically selected for firing one after the other. When it is disabled, the weapons selection remains on the weapon just fired until it recharges/reloads.

This is often referred to as switching between Chain-Fire and Group (or TIC) firing. Chain firing means that your 'Mech automatically cycles your weapon to the next system when you fire. Group fire enables you to fire all of the weapons in your current TIC or group.

ADD WEAPONS TO GROUP 1

Keyboard	*Mouse*	*Joystick*
Shift + 1	NA	NA

This enables you to add a weapon to the first weapons group. Weapons can be grouped into one of three groups (or in the nomenclature of BattleTech: A Target Interlock Circuit (TIC)). All of the weapons in a given group can be fired at the same time with the Alpha Strike key.

By default, all of the weapons at the start of play are in group one. The first group is shown on the weapons display as a green color. If you place a weapon in another group you can always return it to group one by pressing this key combination: Shift + 1.

ADD WEAPONS TO GROUP 2

Keyboard	*Mouse*	*Joystick*
Shift + 2	NA	NA

This function enables you to add a weapon to the second weapons group. Weapons can be grouped into one of three groups (or in the nomenclature of BattleTech: A Target Interlock Circuit (TIC)). All of the weapons in a given group can be fired at the same time using the Alpha Strike key.

The second firing group shows in the weapons status display as white characters.

ADD WEAPONS TO GROUP 3

Keyboard	*Mouse*	*Joystick*
Shift + 3	NA	NA

This function enables you to add a weapon to the third weapons group. Weapons can be grouped into one of three groups (or in the nomenclature of BattleTech: A Target Interlock Circuit (TIC)). All of the weapons in a given group can be fired at the same time using the Alpha Strike key.

The third firing group shows in the weapons status display as yellow characters.

ALPHA STRIKE

Keyboard	*Mouse*	*Joystick*
;	NA	NA

This key fires all weapons in a single group at the same time. This usually delivers a massive amount of damage to an enemy 'Mech in a single shot.

There are two downsides to this. If you're running with Heat Tracking Enabled, you'll "spike" your heat use by firing more than one weapon at once. If you haven't segregated your weapons into different groups (akin to leaving them all in the first group) you can almost overheat a 'Mech with a single volley.

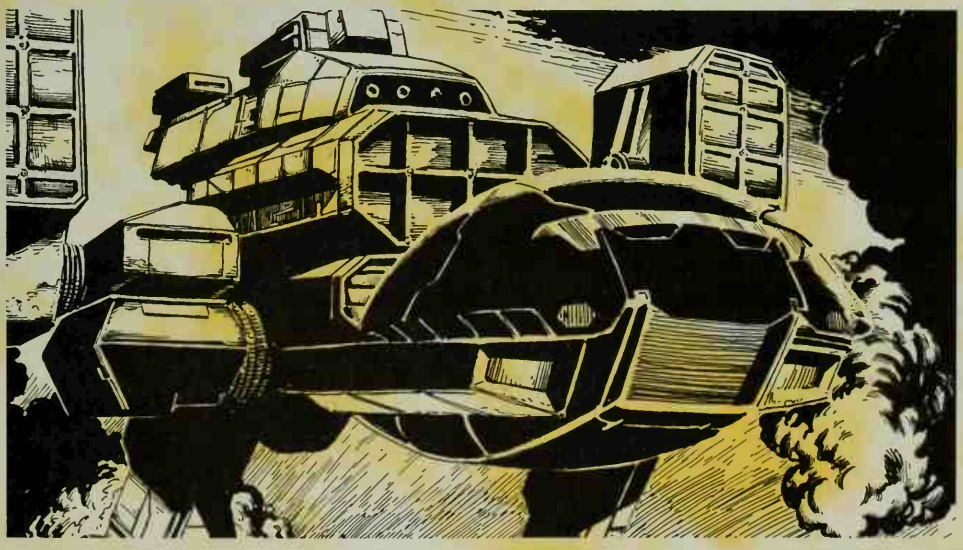
The other drawback is that not all weapons have the same effective ranges. Management of this is important in game play. If you group weapons properly, you should have weapons of similar ranges in the same group. Otherwise, some of the shots you fire at longer ranges might be totally wasted—expending ammunition and, worse yet, generating heat.

DUMP AMMUNITION

Keyboard	*Mouse*	*Joystick*
K	NA	NA

It's hard to fight without ammo, but when your armor is the equivalent of toilet paper, ammo is an explosion waiting to happen. While the Clans deploy CASE (Cellular Ammunition Storage and Ejection) systems to minimize the effect of internal ammo explosions, they still pose a threat to even the most deadly Warrior.

Using the Dump Ammunition function enables you to dump a selected weapon's ammo before it blows. Select a weapon, then use the ***K*** key to dump it from the 'Mech.



TARGETING AND TRACKING SYSTEM CONTROLS

SELECT TARGET

Keyboard	*Mouse*	*Joystick*
T	Middle Button	NA

This keystroke (T) toggles you through the available targets. When you're selecting a target it appears on the cockpit display as boxed locked corners.



Each time you press the ***T*** key you move on to the next available target.

The targeting reticle consists of two parts. The first is the targeting brackets that appear on the outside of a target once the Select Target or Target Object feature are used. The color of the brackets determines the hostility of the target. The brackets indicate hostility as follows:

NOTE:
The T key targets *all* available targets, including friendly OmniMechs.

Red Brackets:	Enemy Target
Green Brackets:	Friendly BattleMech or force member
Blue Bracket:	Neutral target (usually non-mission specific buildings)

The targeting sight tells you if your current selected weapon is in range and ready to fire. Once you aim the targeting sight at the target in the middle of the brackets, a color appears. The color of the sight determines the ability to engage that target. The colors of the sight are as follows:

Red Sight:	The selected target is in range of the current weapon, the weapon is ready to fire, and there is a lock on the target with the weapons system.
Yellow Sight:	The weapons system that is currently selected in the Weapons Status Box is in the process of recharging or reloading and cannot be fired.
Green Sight:	The weapons system selected is armed and ready to engage, but the target is either not properly targeted (off slightly) or is not in range.

SELECT FRIENDLY ENEMY

Keyboard	*Mouse*	*Joystick*
F	NA	NA

The ***F*** key toggles you through available friendly enemy targets only. When you are currently selecting a target it appears on the cockpit display as boxed locked corners. Each time you press the ***F*** key you move on to the next available friendly enemy target ('Mech, Elemental, etc.).

TARGET NEAREST ENEMY

Keyboard	*Mouse*	*Joystick*
E	NA	NA

Using the ***E*** key automatically targets the nearest enemy unit. This changes as you and the enemy move during the course of play in MechWarrior 2. Remember—the nearest enemy you found with the ***E*** key three minutes earlier may not currently be the nearest enemy.

INSPECT/SCAN OBJECT

Keyboard	*Mouse*	*Joystick*
I	NA	NA

The Inspect function is essentially a close range scan. This function is called for by mission objectives during certain missions. For example, part of your mission objectives might be to inspect the wreckage at a fire base.

NOTE:
The Inspect/Scan object function has no use in combat situations.

To use this function you aim the targeting sight at the object you wish to inspect, and press the ***I*** key.

TARGET OBJECT

Keyboard	*Mouse*	*Joystick*
Q	NA	NA

This enables you to target an object inside the Targeting Reticle. This function is most often used in the game for firing at stationary mission objectives like HPG stations, buildings, chemical plants, etc.

NOTE:
This can be done manually by lining up the Targeting Reticle, but the Q key makes this function more accurate.

INFRARED MODE TOGGLE CONTROL

Keyboard	*Mouse*	*Joystick*
L	NA	NA

Some battlefields have limited visibility either due to ground fog or the fact that you are fighting at twilight or night. Toggle on the Infrared Mode with the ***L*** key so that you track objects (and the enemy) by their heat signatures.

EJECT

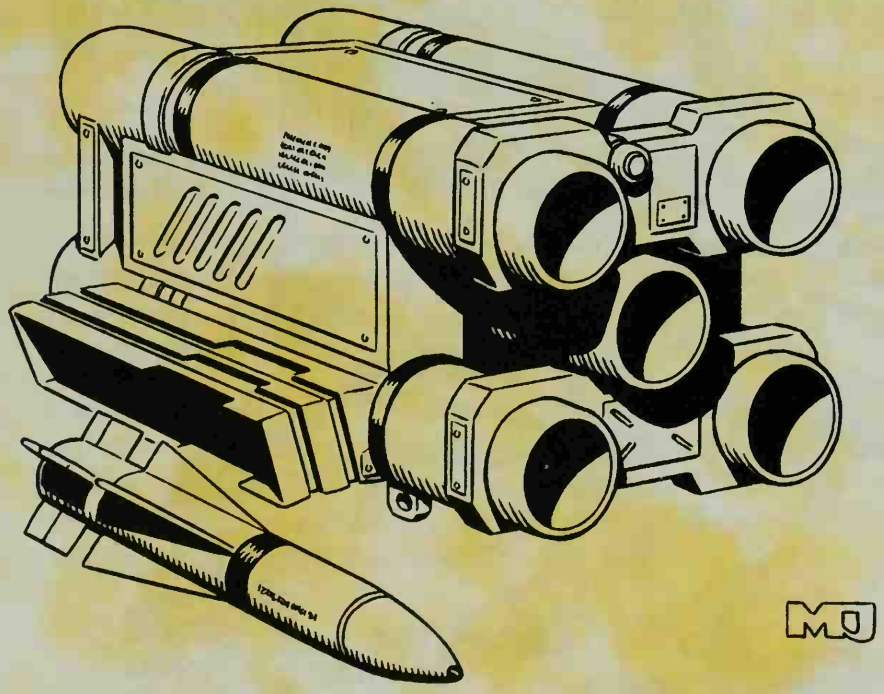
Keyboard	*Mouse*	*Joystick*
CTRL + ALT + E	NA	NA

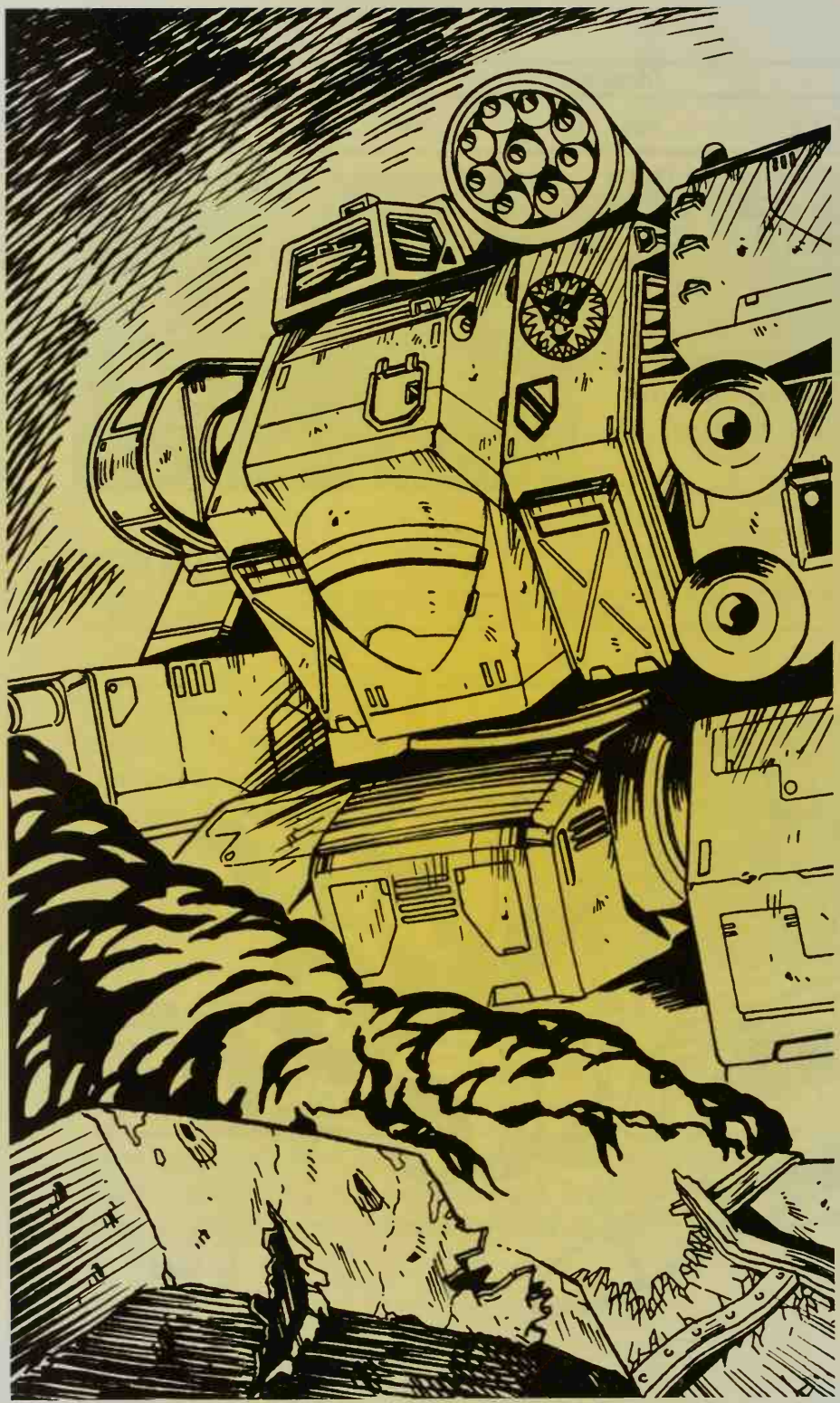
Sometimes discretion is the better part of valor. Just before your 'Mech is destroyed, you can manually eject.

It's important to remember that there are some environments where you can't eject—primarily the arenas.

NOTE

All 'Mechs have a safety device that automatically ejects the MechWarrior when his or her 'Mech is about to go critical. If you manually disable it, the eject key may be your only way out of a bad situation.





COCKPIT CONTROLS

While you may want to jump right in and start piloting your 'Mech, you'd be making a mistake if you didn't look over at least some of these controls first. They can make your life a lot easier.

COCKPIT SET-UP AND 'MECH CONFIGURATION

When you first start a mission and appear in a cockpit, it's important to configure the cockpit to your needs. Several of the controls, such as the sensor/radar screen, etc., can be shown in different displays. Before you start moving or right after you begin, you'll need to set these up.

Next, you should set the Combat Variables (heat tracking, enabling collision, and splash damage). Wire Frame Viewing Mode and other player modes can be enabled at this time as well, such as 'Mech invulnerability and/or unlimited ammunition. These can all be accessed using the ***Esc*** key and the Combat Variables Menu or via keystrokes.

Using the Toggle Through Various Displays option enables a MechWarrior to configure the secondary monitor with a number of options—including a rear camera, downward aimed camera (at the feet of the 'Mech), and two different kinds of damage displays.

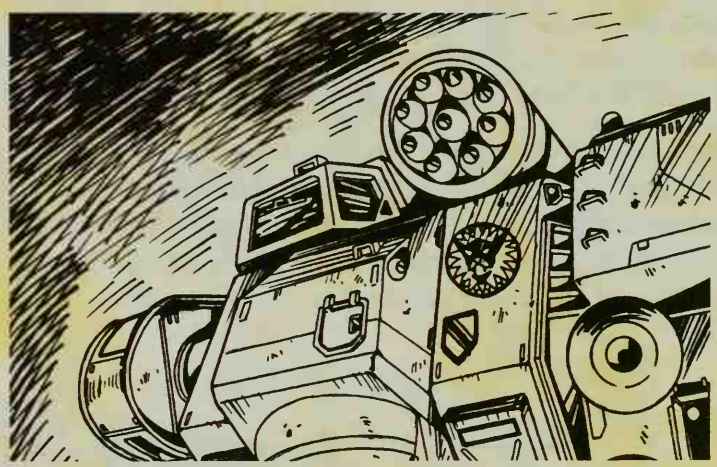
While all of these things can be configured during the course of play, in the heat of battle the last thing that you want to do is try to remember if you set your game to allow for collision damage.

MISSION OBJECTIVES

You can review your mission objectives at any time with the ***F12*** key. Objectives are broken down into Primary, Secondary, and Tertiary classifications. A mission is completed when you fulfill the obligations of your Primary Objectives. Secondary and Tertiary objectives are nice to achieve, but unnecessary for mission completion.

Nav Points are plotted prior to a battle. These represent mission objectives and paths that are to be followed on the mission. In order to start the mission, you should activate the select Nav Points feature so you know the direction you are supposed to be going initially.

Activating the Overhead Map Mode shows the view of the battlefield. The sensors show you only the direction and distance of the enemy, but the map mode shows you what terrain is in place. Often times on the sensor display, an enemy may be close, but is on the other side of a hill or building. Reviewing the map mode prior to the start of play is critical, as is checking it throughout the game.



BATTLEMECH COCKPIT CONTROLS

There are rules to follow in combat, rules which are learned not in books, but in the stinging sweat and heat of a cockpit in the midst of battle. Lessons that are burned in your mind as you see the ungodly flash of a PPC as it wraps itself around your cockpit, boiling off your paint and popping your armor like kernels of popcorn in a fire. Guides that are forever tattooed on your brain as a volley of autocannon fire ripples across your torso, shredding armor and spilling bright green coolant from you BattleMech as if it were blood.

These rules I know, and I pass to my Warriors—one and all. May they pave the road to our future...

—From the writings of Nicholas Kerensky

MechWarrior 2 puts you in the command seat of one of the most powerful pieces of military hardware ever conceived. Controlling the awesome power and destructive capability of a 'Mech takes skill, timing, and practice.

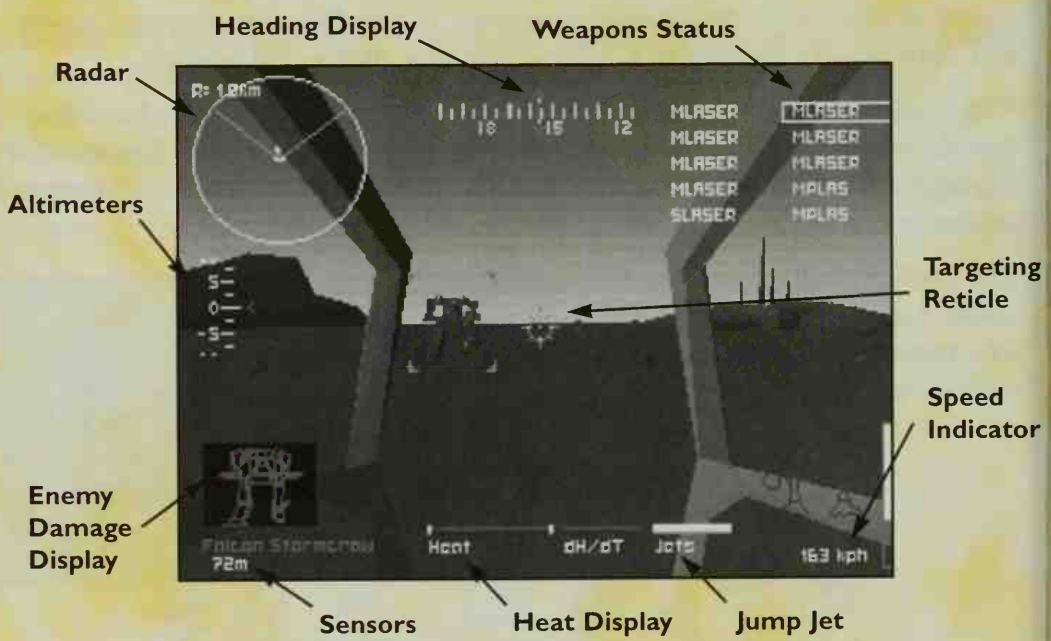
This section details the cockpit controls of your 'Mech. It covers the keyboard, joystick, and mouse controls that come into play for each feature. More importantly, it provides you a description of what the function is and how it applies in combat.

The cockpit display is covered under each of the functions. For information on specific control, the references are as follows:

NOTE:

In MechWarrior 2 it is possible to custom configure your joystick and mouse controls to fit your needs, as such, these are simply the most common application of these controls.

Control Interface	*Read Sections*
Heading Display	Change Direction, Torso Twisting, Re-center Torso
Altimeter	Jump Jet Ignition
Sensors	Nav Point Selection
Jump Jet	Jump Jet Ignition, Jump Jet Activation
Speed Indicator	Throttle, Forward/Reverse
Weapons Status	Select Weapon, Fire Weapon, Automatic Weapons Advance, Alpha Strike, Add Weapons to Group #1, #2, and #3
Targeting Reticle	Select Target, Select Enemy, Target Nearest Enemy, Inspect Object, Target Object
Damage Display	'Mech Damage Display, Damage Display, Toggle Through Cameras and Displays
Heat Display	Heat Enable



COCKPIT CONTROLS

The cockpit controls enable you to manipulate your BattleMech's cockpit environment. These controls can provide you with access to data and views that can assist you while you fight.

COCKPIT ZOOM IN

Keyboard	*Mouse*	*Joystick*
Z	NA	NA

Using this feature moves the image outside of the cockpit closer. Its best combat application is in low visibility situations where you identify a target but can't tell exactly what that target is. Zooming in can often give you a better visual image.

COCKPIT ZOOM OUT

Keyboard	*Mouse*	*Joystick*
SHIFT + Z	NA	NA

This moves the cockpit image back away from the viewer, making distant objects appear farther away.

RESET COCKPIT ZOOM TO DEFAULT

Keyboard	*Mouse*	*Joystick*
CTRL + Z	NA	NA

This keystroke combination resets the cockpit zoom to the default state at the mission's start.

PILOT INTERNAL COCKPIT VIEW

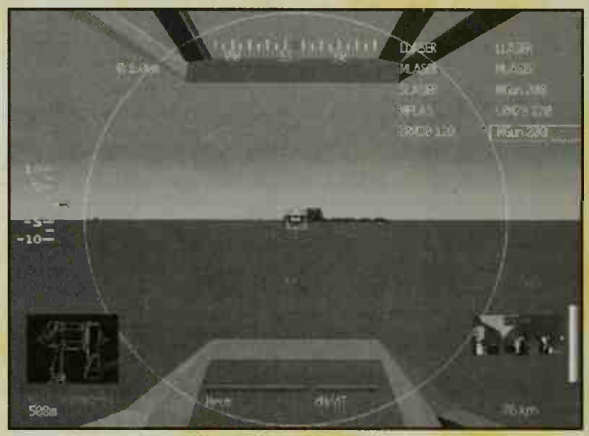
Keyboard	*Mouse*	*Joystick*
CTRL + Arrow Keys	NA	NA

This mode enables the pilot to see to the right and left inside of the cockpit, giving him or her the view of the enemy that may be on the flanks of the 'Mech.

TOGGLE THROUGH DISPLAYS AND CAMERAS

Keyboard	*Mouse*	*Joystick*
F1	NA	NA

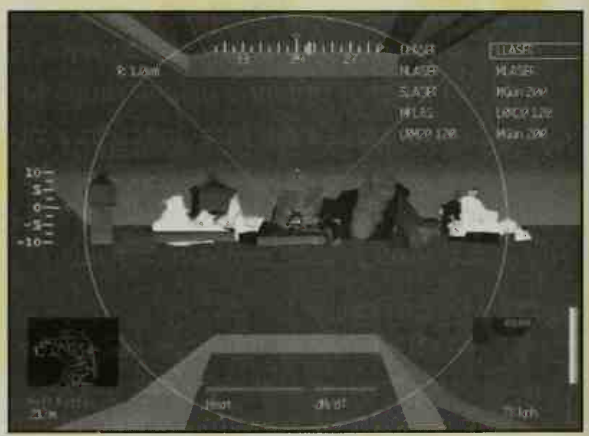
This toggles the lower right viewing screen through several options, depending on what the player wishes to use. The screens cycle through the following options: the 'Mech Damage Display, the damage monitor, the rear camera, the downward camera, and the weapons camera.



RADAR MAP CONTROL

Keyboard	*Mouse*	*Joystick*
F2	NA	NA

The radar map control is your sensor system for your BattleMech. Pressing this keystroke activates one of the three views of the sensor/radar map. In the default view, the sensor screen appears at the upper left corner of your display. Pressing the ***F2*** key again overlays the radar map over the entire screen. Pressing ***F2*** again turns off the sensor display entirely.



The display shows the position of the player's BattleMech in the center circle.

Enemy units appear on the map as red marks. Nav Points appear as the letter "N," and have a circle around the letter if they haven't been reached yet.

The large "V" centered on your BattleMech is your current field of vision, showed forward. This helps when you're trying to spot an enemy that is hard to see by radar/sensors alone.

COCKPIT VIEW

Keyboard	*Mouse*	*Joystick*
C	NA	NA

This is a view as though you were hovering in the air above and behind your BattleMech. From this viewpoint you can see the damage done to your 'Mech, as well as the enemy forces you're engaging.

This function doesn't help you win engagements, but is enjoyable to watch—especially when you're losing!

TARGETING CAMERA CONTROL

Keyboard	*Mouse*	*Joystick*
F4	NA	NA

When you activate the Targeting Camera Mode, the pop-up window displays the currently targeted BattleMech in Wire Frame Mode, showing the location and amount of damage. The damage is displayed in terms of colors—blue being no damage, yellow being moderate damage, red being severe damage.

This system is invaluable to a 'MechWarrior. It enables you to specifically target those portions of the enemy that have been damaged. By concentrating your fire, you can destroy that limb or portion of the enemy BattleMech quicker.

'MECH DAMAGE DISPLAY

Keyboard	*Mouse*	*Joystick*
F5	NA	NA

The 'Mech Damage Display, when activated, appears in the lower right corner of the screen.

It appears as a small outline of your BattleMech. As your 'Mech is damaged, its color changes on the display from yellow to red. Yellow indicates moderate damage, red indicates critical damage. Each part of your 'Mech is displayed.

Truebirth Clan Warriors make use of this information to keep their weakened side away from enemy fire.

DAMAGE DISPLAY

Keyboard	*Mouse*	*Joystick*
F6	NA	NA

This secondary damage display (referred to as HTLA or the Parts Damage Meter) shows green bars for the H (head), T (torso) L (legs) and A (arms). As these become damaged, they turn red.

REAR CAMERA

Keyboard	*Mouse*	*Joystick*
F7	NA	NA

The Rear Camera Mode provides a small screen image of what is behind your 'Mech. If your sensors (radar) are damaged, you can activate this mode to see what's moving in behind you. It is also useful in arena combat or urban combat in lieu of your radar screen.

DOWN VIEW CAMERA

Keyboard	*Mouse*	*Joystick*
F8	NA	NA

The Down View Camera shows you what's at the feet of your BattleMech. In combat situations, this is useful when you're stuck on something and unable to reverse due to the presence of the enemy, or if you are fighting enemy Elementals and wish to see if they are moving in for a swarming attack at your legs/feet.

WEAPONS CAMERA

Keyboard	*Mouse*	*Joystick*
F9	NA	NA

The Weapons Camera gives you the view from your fired weapon. This appears as a pop-up window on the cockpit display. This is most useful for enjoying the battle from a different perspective.

WEAPONS CAMERA (FULL VIEW)

Keyboard	*Mouse*	*Joystick*
F10	NA	NA

The version of the Weapons Camera gives you the view from your fired weapons in a full screen display rather than a pop-up window.

DISABLE HUD

Keyboard	*Mouse*	*Joystick*
F11	NA	NA

The entire Heads Up Display, or HUD, can be totally disabled. This key acts as a toggle, enabling you to turn on and off the HUD. When off, you must rely on your own skills as a Clan Warrior to survive.

REPLAY MISSION ORDERS

Keyboard	*Mouse*	*Joystick*
F12	NA	NA

Pressing the ***F12*** key toggles your mission orders on and off. It lists the Primary, Secondary, and Tertiary objectives for the scenario/mission, as well as the current status of those (in progress, completed as of XX minutes/seconds, etc.).

NOTE

Game play does *not* stop when your orders are pulled up. This is not the same as the Pause function.

DISABLE AUTOMATIC EJECTION

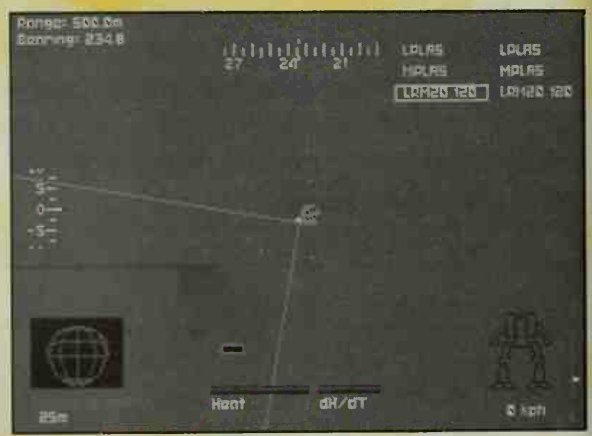
Keyboard	*Mouse*	*Joystick*
ALT + E	NA	NA

You can override the automatic ejection system so that you must manually eject from your 'Mech. This function is a toggle, enabling or disabling this system.

OVERHEAD MAP MODE

Keyboard	*Mouse*	*Joystick*
F3	NA	NA

Activating this function turns on the battlefield map. It shows the position of the player's BattleMech in the center of the "V" and the current targetable range as the arc formed by the V. Enemy units appear on the map as red marks.





COCKPIT VIEW

Keyboard	*Mouse*	*Joystick*
C	NA	NA

This function returns any camera view (such as rear view or targeting camera) back to normal cockpit mode.

ZOOM IN (OVERHEAD MAP OR RADAR MODE ONLY)

Keyboard	*Mouse*	*Joystick*
CTRL + O	NA	NA

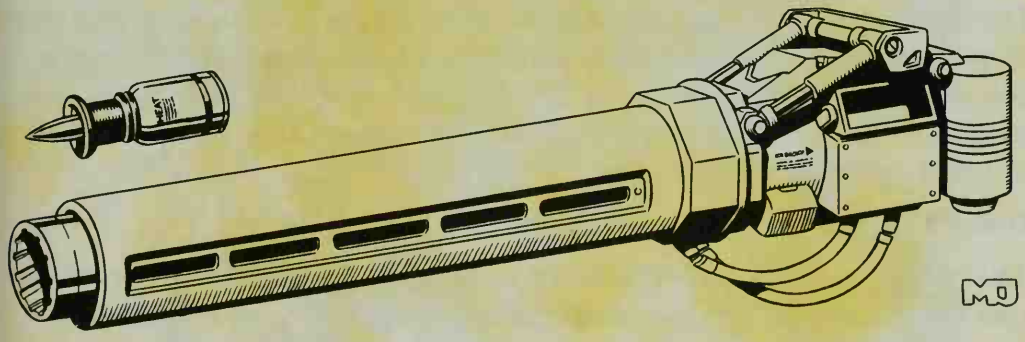
When you have the large radar/sensor screen or the Overhead Map Mode activated, this keystroke enables you to zoom in on your current position. This helps when you don't want to look at the "big picture" of the battle, but want to concentrate instead on what's up close and personal.

ZOOM OUT (OVERHEAD MAP OR RADAR MODE ONLY)

Keyboard	*Mouse*	*Joystick*
CTRL + O	NA	NA

When you have the large radar/sensor screen activated, or the Overhead Map Mode, this keystroke enables you to zoom out from your current position.

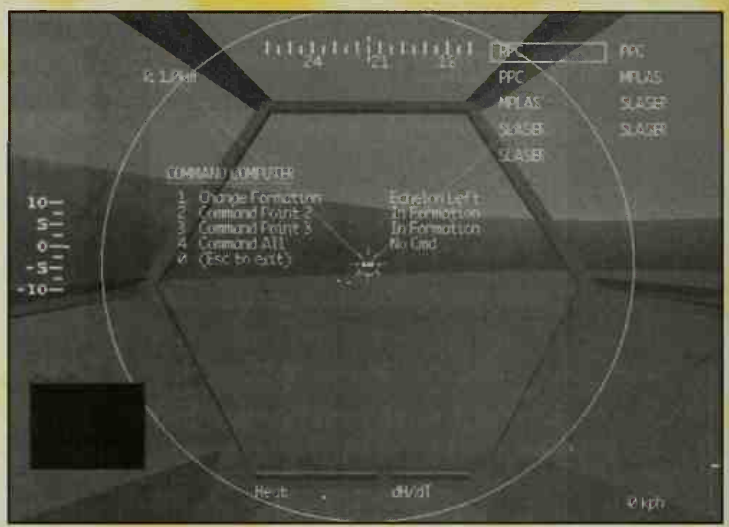
In battlefield situations, this is often used to enable the MechWarrior to see if enemy reinforcements are coming, and where you are in relation to mission objectives or Nav Points.



OPEN COMMUNICATIONS

Keyboard	*Mouse*	*Joystick*
CTRL + F1 (or F2, or F3)	NA	NA

On some of the missions you'll have assistance in the form of up to three additional star-mates. As a Star Commander, you can issue orders to your subordinate Warriors by pressing the key combinations indicated above.



Here are the orders you can issue:

Attack My Target

The Warrior you command opens up on the enemy you're targeting with your Target Reticle. From a Clan standpoint, this is an dishonorable tactic worthy only of a freebirth. Warriors—*true* Clan Warriors, fight their own battles, one on one. For a Warrior to have to call for help and have another fight for him or her is a marked loss of honor.

Defend Target

This command orders your Warrior(s) to defend a target. In order for this to take effect, you must first lock onto the target you wish your starmate to defend, then give him/her the order.

Join Formation

This command orders your starmate to rejoin your current formation.

Disengage and Reform

This is the equivalent of "Disregard my previous orders." When this command is given, the selected Warrior breaks off his or her previous order and returns to the formation.

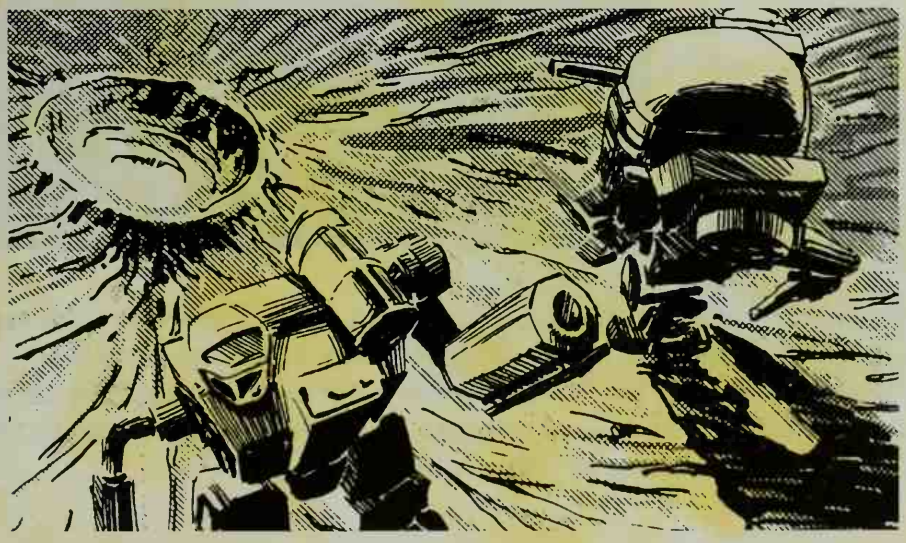
Engage at Will

"Attack my brethren, in the name of the Kerensky's and the glory of our Clan!" This is the most common order given to starmates. It commands them to break off and begin to assault targets at will.

NOTE:
From a pure Clan perspective, it is considered dishonorable for you to engage a target that a fellow Warrior is engaging.

Shutdown

This is best issued when you wish to conceal your starmates from enemy active sensors. When shut down, your starmates disappear from enemy radar/sensor sweeps. A follow-up command to the same starmate has him/her restart their fusion reactors and leap back into the fray.



COMBAT VARIABLES

The following options can be set by accessing the Combat Variables Menu.

HEAT TRACKING

Activating this function turns the Heat Controls off or on. Turning this function off means you don't risk shut-down of your 'Mech due to heat build-up—a common threat of the 31st century MechWarrior.

The heat display consists of two parts. The first is a bar (centered at the bottom of your screen) that shows your current level of heat build-up. As you fire weapons, take damage, or jump your 'Mech, you generate heat and this is reflected as this bar changes color. It starts with blue. As you generate heat it turns yellow. As you approach maximum heat, the bar turns red. When the bar is half-red, the Battlecomputer warns you that you're approaching maximum heat. If you exceed this level, the system automatically shuts down your 'Mech.



The second bar shows your ability to vent heat. On a BattleMech this represents the series of specially designed ceramic heat sinks that expel the incredible temperatures that build up inside a 'Mech. This bar, just to the right of the main heat bar, shows your ability to cool down. The green bar represents your maximum ability to vent the heat building up.

INVULNERABILITY MODE

Plainly put, this mode makes your BattleMech impervious to enemy fire or physical assaults. It is important to note that if you opt to play in this mode, you won't rise up through the ranks of your selected Clan. Honor points are not awarded when you fight in this mode. Also, it does not allow you to progress on to other missions when you are fighting in this mode of play.

UNLIMITED AMMUNITION

This option locks your current ammunition level and allows you to fire missile and autocannon weapons without fear of running out of ammunition. This system does not provide you with a full load of ammunition—it freezes you at the present level. If you enable this option after you run out of ammo, you are *not* replenished.

COLLISION DAMAGE

It's important to note that your BattleMech can cruise at speeds exceeding 100 kph. Collision with other 'Mechs and objects can damage both you and the target. This option enables you to toggle collision damage on and off so that collisions don't hurt your 'Mech or the 'Mech of the enemy.

SPLASH DAMAGE

Splash Damage is also known as collateral damage. It is caused when something close to your 'Mech takes damage and passes the damage to your BattleMech. This option allows you to turn this on and off.

NOTE

Splash damage comes from shooting buildings, turrets, structures, etc., and being close enough to take part of the blast as your own damage.

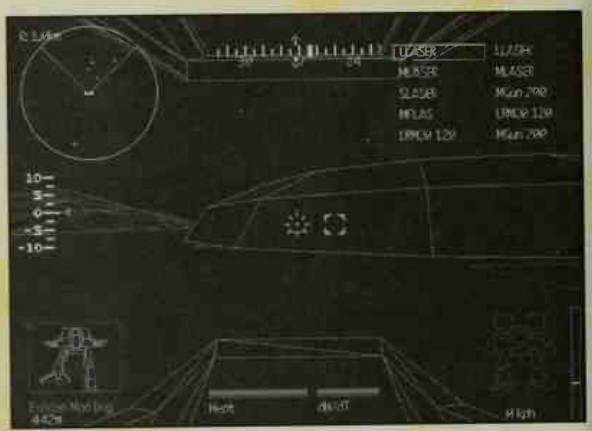
WIRE FRAME MODE (ENHANCED TRACKING MODE)

Keyboard	*Mouse*	*Joystick*
W	NA	NA

The Wire Frame Mode (also known as the Enhanced Tracking Mode) turns everything seen through the cockpit into a wire model. This enables you to see through structures, including the enemy on the other side. Damage you inflict on the enemy 'Mech appears in color-coded sections. Damaged areas appear as yellow (moderate damage) and red (critical damage). The Wire Frame Mode is best during urban combat or in arenas during trials of position.

NOTE

The chief drawback to Wire Frame Mode is that it is hard to see the buildings or structures themselves. If you are not careful you can run into buildings and not even know it, taking damage if collision is still enabled.





GAME PAUSE

Keyboard	*Mouse*	*Joystick*
ALT + P	NA	NA

This keystroke pauses the play of the game until any key is struck.

COMBAT VARIABLE OPTIONS/QUIT

Keyboard	*Mouse*	*Joystick*
Esc	NA	NA

This key enables the Options Menu. From here you can accomplish a number of functions—from re-calibrating your joystick to exiting the game to DOS. There are options for Device control, Audio Control, Game Detail, and Altered Reality. These are accessed by pressing ***Esc*** when in the Clan Hall or the Ready Room (prior to undertaking the mission). The following is a summary of the key controls and operations.

Difficulty Level can be set to Easy, Medium, or Hard. The harder the difficulty level, the higher the honor awarded to the Warrior.

Audio controls enable you to adjust the sound levels for the music, sound effects, and the battle computer voice that is heard throughout the game.

Detail controls allow you to set the cockpit systems to your liking. There are several different control settings that can be adjusted. The Object Textures are the clarity of buildings, structures, and man-made objects in the game. The Terrain Textures are the texturing of the environment as shown in the game. The Display details affects the degree of detailing for all of the objects and devices on a particular world. Object Density changes the solidity of the objects on the worlds.

Chunky Explosions is an option that toggles on and off the amount of debris from BattleMechs/Elementals blown up in the game. The Resolution controls determine the degree and amount of resolution provided in the game.

Altered Reality selections are menu selections to control the invulnerability mode, Heat Tracking, unlimited Ammo, and Collision Damage. These are identical to the keyboard functions as indicated earlier in this text: Game Control (i.e., auto eject and auto-overheat shut-down control), Game Performance Controls, neurohelm Controls, Game Audio Control, and Device Calibration.

EXIT GAME

Keyboard	*Mouse*	*Joystick*
CTRL + ESC	NA	NA

This shuts off the game.

QUIT MISSION

Keyboard	*Mouse*	*Joystick*
CTRL + Q	NA	NA

This kills the mission you are currently on and returns you to the Clan Hall where you started.

SNAP A SCREEN SHOT

Keyboard	*Mouse*	*Joystick*
CTRL + P	NA	NA

This keystroke snaps a copy of your current screen for use in other applications.

OFF SCREEN TARGET INDICATOR

This function enables you to turn either your torso or your entire BattleMech to get a shot of the targeted object or enemy. This is very useful when the enemy runs past you and you can't tell its current location on the radar/sensors monitor.

These indicators tell you where the targeted enemy or item is located, either on the right or left of the HUD, so that you can turn and engage.

COCKPIT CONTROLS



MECHWARRIOR TACTICS

Listen and listen well, you freebirth scum. This is a hot drop situation. The Falcons are closing in on the facility from the west and we are deploying in their path. The good news is, you are Warriors of the Wolf Clan — the true heirs to the blood legacy of the great Kerenskys. Through your veins flow generations of our people, each one stronger, faster, and more cunning—like our namesakes.

The better news is that we are outnumbered four to one. Like the weak-birds they are named for, the Falcons have bid a disgraceful and wasteful amount of Warriors to attempt such a raid. Their loss of honor is great, as is their loss of pride when we crush them under our paws. All this means is that there are more of them for us to slay in the name of our clan, quiaff?

—Morale Speech, Star Commander Jillce Fetladral, Gamma Galaxy, 11th Battle Cluster, Bravo Battle Star.

WINNING BATTLES

The key to winning at MechWarrior 2 is to remember that this is not an arcade game. You can't simply fire everything at the enemy to eliminate them. In MechWarrior 2, victory is achieved through being cold and calculating. Take your time and select the right weapon or combination of weapons. Concentrate your fire on a specific part of the enemy.

THE BATTLEFIELD OF THE 31ST CENTURY

The Succession Wars have ravaged many of the worlds conquered by the Clans. In the current conflict between the Wolves and the Falcons, the conditions on these planets often determine how a Warrior fights.

Temperature on a battle world has a direct impact on the heat levels that a 'Mech has to vent. Gravity on a planet can either reduce or increase the speeds possible with a given BattleMech. Visibility varies during the time of day—reduced visibility may force the use of Infrared Sensor gear.

It's important to note that the same conditions on the battlefield apply to both sides. Your opposing Clan takes advantage of these conditions—or suffers with them as you do.

HEAT

Known to many as "Warrior's Bane," heat is one of the greatest drawbacks to BattleMechs. The massive myomer muscles, actuators, weapons systems, jump jets, and fusion reactors all create large amounts of heat. While BattleMechs are equipped with heat sink ventilation systems to drain off heat, heat can still spell the end for many Warriors. When heat reaches a peak level it can automatically shut down a 'Mech—making it the largest stationary target on a battlefield.

The key to managing heat is to fire weapons conservatively, making sure that you watch over your heat levels. Group your weapons into different groups to avoid accidentally firing too many at once and overheating.

RELOADING/RECHARGING TIME AND WEAPONS SELECTION

Weapons—with the exception of lasers—are rarely ready to fire the moment after you discharge them at the enemy. Each weapon takes time to load or recharge. Make sure that you select weapons to fire that are ready to be used. It's easy to ignore your Weapons Status Screen and be stuck waiting for a weapon like a PPC to recharge. Using your Select Weapons key can keep you in the fight for a long time.

JUMPING

Jumping is useful in a number of tactical situations. It enables you to fly above the battlefield to get a better feel for the lay of the land and the position of the enemy. Using a jump for visual surveillance is a good way to get a quick idea of where the enemy is currently heading in relation to buildings or land formations.

Jumping is also a good way to shake free any Elementals that are attacking your BattleMech. While Elementals can jump, they are more easily shaken if you jump to get away from them.

There are, however, a few things you need to remember when you jump. One is the fact that jumping generates heat—and heat is bad. Secondly, jumping is not flying—you eventually drop. It's better to select a close, realistic landing spot than to push your jump jets to the max and end up dropping on a chasm wall or a steep hillside. Bottom line: Make use of a number of small jumps rather than long hops when you're in combat. Use your jump jets in a pulsing fashion to soften your fall. Watch your altimeter to gauge your vertical speed and altitude.

TACTICAL FORMATIONS

When you're commanding other OmniMechs in battle, there are several standard tactical formations that you can deploy. These formations are useful when it comes to optimizing your entire star's worth of weapons and firepower, but only come in handy on missions where the Keshik allows two or more 'Mechs to be deployed.

Formation	*Advantages*	*Notes*
Line Abreast	This side-by side-formation enables firepower to be spread out best when facing an enemy approaching on a broad front.	Best for terrain where there are few hills or other obstructions. Works best when you have a wide open fighting area.
Line Astern	A marching order, front to back, each 'Mech in line vertically. Best in fast-moving situations when you have to deploy quickly. An excellent anti-ambush formation.	If you expect the enemy to ambush you, this formation enables you to respond to assaults from either side.
Echelon Right/Left	This formation, running from rear to front in a 45-degree pattern, is good when you're engaging enemies on your flanks.	Echelon Right is best when you expect your enemy to hit from the right. (The inverse applies to Echelon Left.)
Wedge	This is a point BattleMech with two supporting 'Mechs to the side and rear. Excellent for search and destroy missions. Useful where terrain is confining or there are obstructions like buildings or hills.	Only the boldest, most daring Clan warriors use this formation because it places you at the front of any direct enemy encounters.
V-Formation	Opposite of a Wedge, this 'Mech formation places your BattleMech at the rear, with your starmates in the front side covering positions. This is a strong formation if you're in a weak BattleMech or anticipate drawing enemy fire and need flank support.	The best use of this formation is when you're fighting a mission for the first time and are unaware of the projected enemy strength.

ENEMY PURSUIT

In most missions, you'll be pursued if you try to ignore the enemy and keep running. You can make yourself a harder target to hit by zig-zagging and adjusting your throttle control (F3) to vary your speed. Use your Satellite Uplink View to track and avoid enemy fire as you flee.

SPEED AND TURNS

One of the most common mistakes made by new players is throttling up to full speed and staying there. The faster you go, the wider the turning radius. If you want or need to make fast turns to turn and hit a 'Mech running past you, cut your speed, turn, then throttle back up—rather than running full out.

BUILDINGS, STRUCTURES, AND FIREBASES

Oftentimes your targets are structures like Hyperpulse Generators (HPGs) and firebases. These buildings can absorb a lot of damage before they explode. Don't be fooled—when they explode they cause splash damage like any other enemy.

One of the most common tactics to employ with buildings is the blast-through. It is most common in an urban environment. You are pursuing a foe that moves in and behind buildings, sniping at you. Rather than fight them by attempting to move around corners fast enough, you can simply level the building so that you have a clear shot. The key to this is to maintain a distance from the building or structure so that when it blows, you aren't destroyed in the process.

TORSO TWISTING

Using torso twisting takes some practice, but provides you with a great chance to move in one direction and fire in another. You can perform a number of useful tactics, such as running past your enemy, while turning and opening fire as you pass. This tricky maneuver is essential to winning the advanced battles in MechWarrior 2!

MASC

The use of the MASC (Myomer Accelerated Signal Circuitry) enables you to suddenly get a massive burst of speed. This system can damage your heat sinks, and is oftentimes tricky to handle. By default, most 'Mechs aren't equipped with MASC, but can easily be modified to take advantage of this technology.

It is best to hold off on this until it is needed. Activate the MASC system and blast right through the enemy lines. Deactivate it, turn sharply, and you can literally be at the backs of your foes before they can respond.

AMMUNITION AND WASTE

The Clans value everything material and hate waste. You're working with a fixed amount of ammunition and need to make sure that you do not waste ammunition on wild, useless shots. The best course of action is to withhold your fire for sure hits, especially waiting for missiles to "lock." This can take some patience, but pays off in the end.

AMMUNITION-BEARING WEAPONS

Oftentimes the ammunition-bearing weapons are the most versatile. The drawback to these is that ammunition, when hit in battle, explodes. These internal explosions can destroy a 'Mech and kill a Warrior.

NOTE

You can always dump your ammunition; however, making use of it is considered more honorable in the eyes of your Clan peers.

A common tactic is to make use of these weapons early in battle, to reduce or exhaust your supply of missions, cannon rounds, and so on. Once these are expended, the risk of explosion is gone as well. Jettison ammo stored in locations where your armor is in bad shape and the chances of a critical hit is high. (Use HTAL Display for ammo status.)

When you have an autocannon, missile (Long or Short Range), or machine-gun that's been knocked out but still has ammunition, you need to eject the extra ammunition.

DEATH FROM ABOVE

If you have jump jets and collision damage is enabled, Death from Above is a powerful tactic—albeit a tricky one. In this tactic you ignite your jump jets, fly over an enemy BattleMech, and then drop down. Your 'Mech's impact on the head and shoulders of the enemy do massive damage.

SPLASH ME!

If splash damage is enabled, you can often make use of the terrain to do damage to your enemy—if mission victory conditions permit. If your enemy is hiding behind a building, for example, you can fire at that structure until it explodes, dumping damage down on the foe that was hiding behind it.

Another variant of this is to fire at 'Mechs that are near each other because some of the damage inevitably passes over between them.

COLLISION DAMAGE

If all else fails, ram them at full speed. This works best when you're piloting a 'Mech larger than your enemy's—damage from collisions is a factor of your speed and mass. This tactic works even better if the target of your ramming has already suffered damage. Definitely an act of desperation, ramming should only be considerd if you're out of ammunition and have few options left.

TRIMMING

One of the most common MechWarrior 2 tactics is trimming. In trimming attacks, you concentrate your firepower on the weapon's pod arms of the 'Mech, or its other weapons (such as the shoulder missile racks on the Timber Wolf Class 'Mech).

By concentrating your firepower on these limbs, you can literally blow them off and eliminate their potential to damage you with weapons.

This same tactic works with firing at the legs of an opposing 'Mech. Systematically hitting the legs can cut the speed and maneuverability of your foe. Once both legs have been destroyed, the 'Mech itself is knocked out of the fight.

DEALING WITH ELEMENTALS

Elementals are a deadly problem in MechWarrior 2, just as dangerous as they are in the rest of the BattleTech universe! While they inflict minor damage, they can, over time, destroy a BattleMech. Because they are so small, they're hard to hit, and often the use of more powerful weapons does less damage to the Elemental than it does the terrain around them.

The best weapons to deploy on them are machine-guns, small lasers, and auto cannons. PPCs and missiles can work as well but are more colorful than effective against Elementals.

When all is said and done, sometimes the best way to deal with Elementals is to not deal with them at all. Simply ignore them, if possible, and take out the mission objectives.

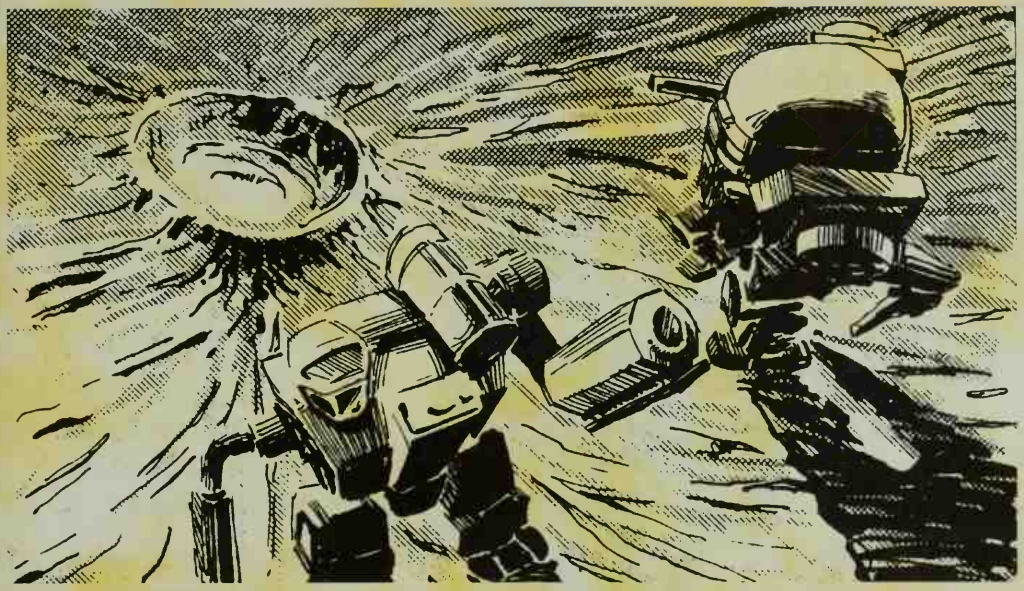
NOTE

As a safety tip, use the Down Camera view to see any of these pesky warriors.

ASSAULT FROM THE AIR

During some missions, you'll have to deal with combat assault helicopters and fighter craft. When you engage them you need to make use of your aiming skills to bring them down. Concentrate your firepower and aim at the center of the craft—especially in the case of choppers. Many can still stay active even after a single rotor hit.

Sometimes, depending on the mission, the best way to deal with airborne threats is to not deal with them. Move quickly and perpendicular to their flight path, giving them little to strafe at. Concentrating on the ground-based threat before the airborne threat is often the best course of action. Trying to do both at the same time often leads to defeat or even death.



DAMAGE IN COMBAT

No Wolf ever won a battle dying for his Clan. He won by making a Jade Falcon freebirth die for his.

—Graffiti written on dropship Iron Wolf loading Bay Door, Author Unknown.

OF DEATH AND HONOR

Your OmniMech or BattleMech *will* be damaged in combat many times, and you'll probably be defeated at least once.. The damage you take often governs or restricts your ability to reach your mission objectives.

Critical hits occur when your armor is penetrated and the internal structure and systems of the 'Mech are compromised. Repair of a 'Mech is something for the Technician Caste to handle and 'Mechs *cannot* automatically repair themselves, so the types of critical hits you take are important.

The following chart shows the damage of a critical hit (or location), and how it affects you in the cockpit.

System/Location	*Impact on Combat*
Weapon Critical Hit	This weapon is inoperative for the remainder of the mission. The ammunition for this weapon is still present and should be jettisoned at the first possible opportunity!
Hip, Leg, or Foot Critical Hits	Movement rate is reduced for the remainder of the mission.
Jump Jet Exhaust Jammed or Critical Hit	Jumping is not possible for the rest of the mission.
Heat Sink Critical Hit	The delta rate for heat exchange is reduced. Your 'Mech vents heat much slower, making the chances for overheating even higher.
Engine Critical Hits	Your 'Mech's speed is reduced, and in some cases, more heat is generated, leading to overheating.
Gyro Critical Hit	Movement (turning) is hindered. Jump jets may not be allowed depending on the damage done.
Leg Blown Off	While the Battle Computer won't inform you of this, you lose one leg and your movement is dramatically cut. You take significantly more damage from jump landings.
Arm Blown Off	All of the weapons allocated to that weapon's pod/arm are considered destroyed for the remainder of the game.

THE MISSIONS

History has often taught us that the path to victories in the future is not to rush into battle like the Smoke Jaguars or the Jade Falcons. Where they rush into battle, charge where angels fear to tread, we know that victory is a matter of stalking one's prey. The hunt, the pursuit, the methodical wearing down of one's foe, that is often the key to victory. Let the Falcons say what they will about Ulric Kerensky. We shall show them how true Warriors achieve victory!

—Kahn Natasha Kerensky to her 352nd Assault Cluster on the Eve of Battle, Colmar

UNDERSTANDING THE GAME

THE FLOW OF PLAY

Players must choose the path they wish to follow: the Jade Falcons and their Crusader philosophy, or Clan Wolf and its Warden attitudes. Once a Clan is selected, you must register as a member of the Clan or select an existing Warrior.

Once you select a Warrior, you can proceed with your mission against the opposing Clan. As you fight, you progress in your career, earning honor with each victory and being presented with opportunities to test in Trials of Position to gain greater rank.

Along the way, you can customize the configuration of your 'Mech to better suit your needs. You can also take part in training missions to hone your skills. There is even an archive Holoprojector system that enables you to review the history of your Clan and her Warriors.

THE STORY BEHIND THE STORY

The Jade Falcons and Wolves have been competitors for centuries. Their ideologies, both based on the writings of Nicholas Kerensky, are diametrically opposed. The Wardens of the Wolf Clan believe that the Clans should not press a war of conquest on the Inner Sphere but should remain as its great protectors. The Jade Falcons, almost entirely Crusader in nature, believe that the Clans are ordained to re-forge the Star League in the Inner Sphere under the banner of the ilClan—which they believe is destined to be the Jade Falcons.

When trumped up charges of treason were brought up against ilKahn Ulric Kerensky, he was forced to step down as the war-leader of the Clans. Under the auspices of Clan tradition, he called for a Trial of Refusal. Instead of bidding on an individual Warrior level, now Star-Colonel Ulric Kerensky bid the entire Wolf Clan. His logic: if he struck at the Jade Falcons and weakened them enough, they would not immediately press to refute the Treaty of Tukayyid—not until they were strong enough to stand a good chance of winning the race to Terra.

Ulric divided the Wolves into three groups. He and the infamous Kahn, Nicholas Kerensky, split a large portion of his Warriors. Ulric planned on using the Crusader elements in his own Clan against the Crusaders of the Jade Falcons—knowing that they are Wolves first rather than Crusaders. saKahn Natasha Kerensky, ages old by Clan standards, led her Galaxy into battle as well. Their plan—cripple the supplies, Warriors, and infrastructure of their fellow Clan to the point where the Falcons would hold off on a press to Terra.

One faction, led by former Inner-Spherer Phelen Kell Ward, was given a special task. Carrying the genetic giftakes of the Wolves and a full cross-section of her Warriors, Ward was to take his force out of the Clan Occupation Zone to seek refuge in the Inner Sphere. He was to be the last hope of the Wolf Clan. Ulric knew that the Jade Falcons would twist his Trial of Refusal and try to absorb the Wolf Clan. He also knew that the Wolves would inflict incredible damage, but that, in the end, the Falcons would survive. Phelen Ward's force, moving to the relative safety of the Inner Sphere, would carry the hopes for survival of the Wolves.

MechWarrior 2 is the story of these Clans—two mortal enemies, clenching each others' throats in battle to the bitter end.

STARTING THE GAME

From the C:\MECH2 directory, type **MECH2** then press ***Enter***.

NOTE:
You must have the CD in your CD drive prior to typing the startup command.

GAME SYSTEM WALKTHRU

The flow of MechWarrior 2 is relatively simple in nature. When you start the game, you see the Main Screen.

From here you have essentially four options. You can select either Clan Jade Falcon Hall or Clan Wolf Hall. You may also choose Trial of Grievance or Exit.



Selecting the Jade Falcon Hall enlists the players in the honored roles of the Jade Falcon Clan.

Likewise, if Clan Wolf is selected, the players will undertake a set of missions in the name of the great Warden Clan, the Wolves—heirs to the Kerensky blood legacy.





The Trial of Grievance is covered later in its own section of this book. The Exit feature at the feet of the Timber Wolf on the screen exits MechWarrior 2 and returns the player to DOS.

NOTE

Both of the opening animated sequences can be bypassed by pressing the Spacebar.

IN THE HALLS OF THE GREAT CLANS

There are several actions players can take once they join one of the two clans.



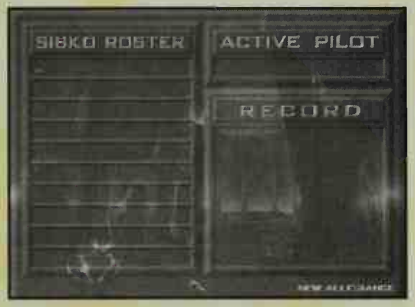


REGISTRATION

When the sphere is selected you can enter a new MechWarrior in the roles of their Clans. Select a new Warrior by clicking on the Warrior shown on the screen then clicking on the Accept feature.



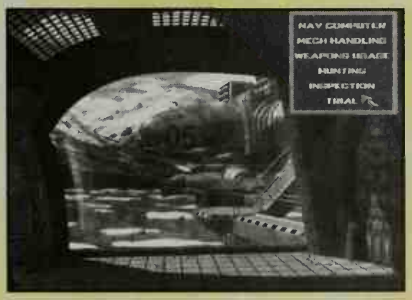
A Warrior can also change alliance to the other Clan by selecting that Warrior and then the Change Allegiance function. Once this is done, the character is considered a captured bondsman in the ranks and roles of the other Clan—striving to regain their honor in the ranks of their former enemy.



CADET TRAINING MISSIONS

Both Clans have a series of training missions set up for beginning players. These are essentially interactive tutorials. They are played under the watchful eye and bitter tongue of a Sibko commander. The training missions should probably be played in the following order:





1. **Nav Computer:** In this mission you learn the basics of Nav Points, Auto Pilot, and BattleMech movement.



2. **'Mech Handling:** Beyond what is covered in the Nav Computer training mission, this mission deals with throttle handling and 'Mech steering via an obstacle course.



3. **Weapons Usage:** This is a test, shooting primarily at stationary targets. It covers basic weapons selection and firing.



4. **Hunting:** For a member of a Sibko, this is where the fun begins. If you're comfortable with other simulator-type games, this is a good starting point. A drone 'Mech is deployed that you must track, target, and destroy.

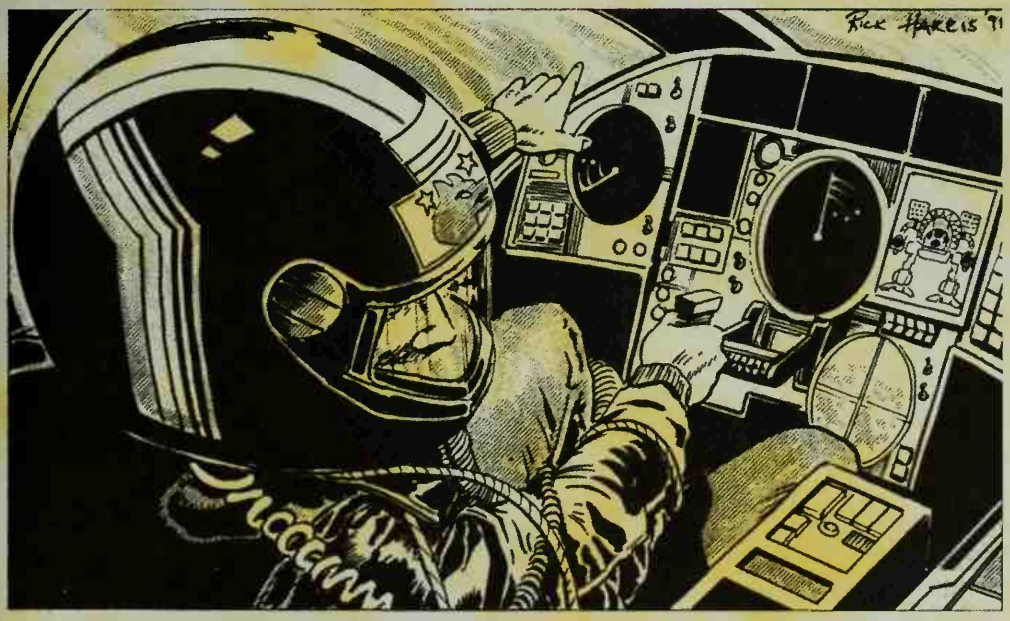


5. **Inspection:** The goal of this training mission is to force you to learn the different targeting and tracking modes. You must go onto a mock battlefield and inspect potential targets, investigate them, and destroy some of them.



6. **Trial of Position:** For Sibko cadets, this is the most important mission. This trial against a veteran Warrior determines your ranking in the Clan.





ARCHIVE HOLOPROJECTOR

This system enables you to access the massive archives of the Clans for their history, weapons systems information, details, and information.





READY ROOM

The Ready Room is where MechWarriors receive their indoctrination prior to battle. It is here that they learn of their missions, configure their BattleMechs, then depart to the glory of the fight.

There are two active areas in this room. The first is the Mission Briefing. When this is selected, you receive a detailed summary of the mission objectives.





NOTE

MechWarrior 2 has a structured path for play and it is not possible to bypass missions. You must complete a mission in order to move on to the next one.



For each mission you receive a Summary of the background information about the mission, the Code Name for the mission, the Planet that the battle is to be fought on, the Terrain type that is involved, and the Time of day that the fight takes place.

A mission summary follows, outlining the goals for successful completion.

These factors are all important since they help you determine how you need to configure your BattleMech as well as what options you need to enable once you're dropped. For example, if the fight is at night, you know you'll need to quickly enable the Infrared system in the HUD.

> **NOTE:**
> In the cockpit, you can use the ***F12*** key to recall the mission objectives portion of your summary.

The next section of the mission summary details the mission objectives. These objectives are broken down as Primary, Secondary, and Tertiary. If these objective locations are marked with Nav Points, then the specific Nav Point is listed as well. The key to all missions is the primary objective. Once these have been fulfilled, it is possible to continue on with the game.

Once this information is displayed, the MechWarrior can abort or accept the mission.

> **NOTE:**
> Customizing a BattleMech for battle is covered in the ***Modifying Your 'Mech*** chapter.

CLAN HONOR

I do not agree at all with what Ulric and his people are doing. As ilKahn, he has led our people down the road to ruin. Through these damnable Trials of Refusal, he is wasting resources and waste is something that a true Warrior cannot tolerate for long. He has turned his back on our very way of life, and I look forward to what our people shall do to him in the field. The fights will be quick and glorious—then we can turn our attention to where it belongs—Terra.

But heed this. The Wolves, despite what we think of them, are Clan. As Clan, we shall treat them with honor. Then we will crush their throats and put an end to this mindless truce...

—Kahn Elias Crichell prior to the Battle for Wotan

The Clans were reared in a different society from that of the Inner Sphere. They place their Warrior Caste above all, and honor is the highest mark that can be obtained. In MechWarrior 2, honor is reflected by the fact that your performance in the game is not based on just a body count like other simulations.

Instead, from a role-playing perspective, your character does much better by following the Rede of Clan combat. While missions can be completed, these guidelines help you obtain higher honor points in the game. The higher your honor in the game, the more chances for you to take part in Trials for Position to obtain higher rank, and the greater prestige for you and your Clan as a whole.

REDE OF COMBAT—NICHOLAS KERENSKY 2824

- True Warriors fight to the death, with all at risk. *Running with Invulnerability or Unlimited Ammo prevents the gaining of honor and Trials of Position.*
- Clan Warriors see the balance that battle provides, the give and take of machinery, skill, and prowess. By maintaining and mastering this balance, a Warrior achieves the depth that honor can provide. *Running a mission with Heat Tracking, Splash Damage, or Collision Damage disabled reduces honor for a Warrior.*
- Waste is a disservice to our people. A Warrior is best served by taking only the minimal force needed to achieve victory. This is the reason for the Batchall, the need for bidding. *Taking a lighter BattleMech in against a superior force earns greater honor in the playing of the game.*
- So that none shall perish needlessly at the hands of cowards in battle as did my younger brother and my father's greatest friend, our people will follow the path of the great warriors of the past. We shall face our foes one-on-one, facing each other eye to eye, as real Warriors should. *Clan Warriors shall not gang up on others in battle.*
- The burden of command is not worn lightly by our Warrior Caste. Field commanders must treat the lives of those under their command as their own. The edicts of waste apply not just to material, but to lives as well. *The loss of subordinate starmates costs you honor.*
- The terms of the Batchall, the dictates of a military action, are the goals of field commanders. Achieving other victories reaps only greater honor to those who walk the Trials and lives of Warriors of the Clans. *While achieving the primary objectives is important and end the mission, taking out secondary and tertiary objectives will glean even greater rewards of honor in the game.*

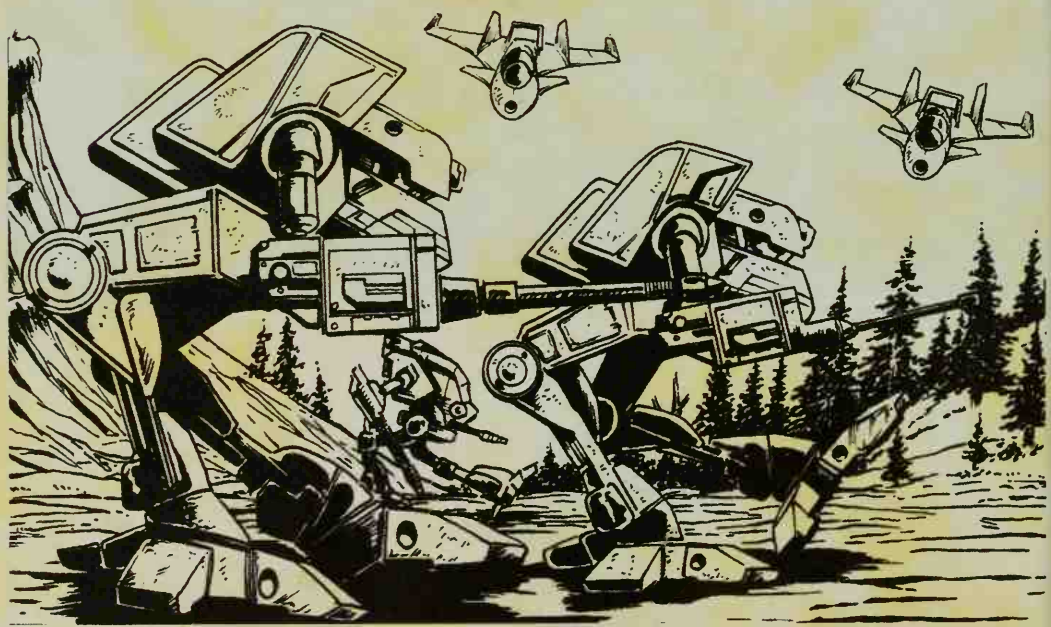
TRIALS OF POSITION

In my time with the Clans I have come to know them well, both as ally and foe. Their Trials of Position are most unique and alien to our governments and way of life. Rather than handle promotions the way that the militaries of the Inner Sphere do, they wage Trials of Position. In these, the combatants battle individual Warriors, in succession, one at a time. The number defeated determines the rank of the MechWarrior.

These battles are often fought in arenas. As much as the Clans disdain worlds like Solaris VII and its games, their arenas are similar in nature. Their arenas are enclosed, with rises along the edges, and building-like obstructions in the middle. Here, Warriors fight. Death is not expected, nor is it uncommon.

To us, fighting for rank is alien and almost barbaric. To the Clans, it ensures that only their most proficient Warriors rise through the ranks. This is only one of the reasons that I recognize these enemies for the threat that they are...

—Precentor Martial Anastasius Focht, ComStar



Depending on your successes, you may be called on to fight a Trial of Position from time to time. These trials are aimed at filling the open ranks of officers within the Clan. The Jade Falcons' battles are often waged in the Crichell Memorial Arena, whereas the Wolf Clan Warriors battle in an arena known as Biotron's Bean Farm.



There are several keys to fighting arena combat.

- Firing at more than one 'Mech at a time is permitted. If you achieve victory, you'll obtain a higher rank. However, the risks are considerable for such actions, so beware of being too cocky.
- In most cases, it is not possible to eject in arenas. There are ceilings over the areas, so ejection would splatter a Warrior over the ceiling.
- Most of the building-like structures in the arena are impervious to destruction, or require a large amount of firepower to damage. In other words, you should use these blocks only to obscure one of your combatants while you fight.
- There is nowhere to retreat. Pulling back and regrouping is not an option.

TRIALS OF GRIEVANCE

Tests of combat solve all problems in life.

—a Clan Steel Viper saying

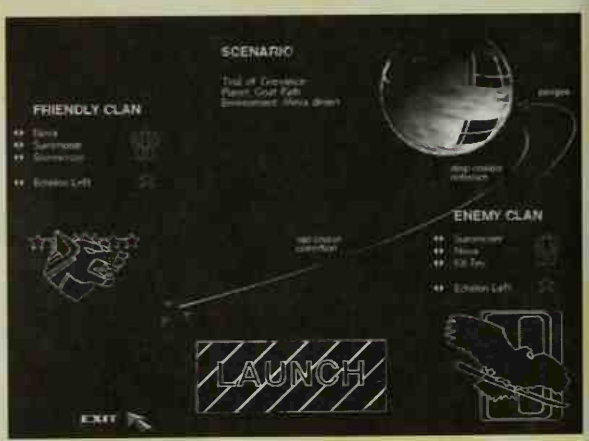
From the primary (starting) screen of the game you can select Trials of Grievance. These are quick, customizable scenarios that you create and use to hone your skills as a Warrior. For players who simply want a quick battle or a chance to practice, this is the place to come.



FLOW

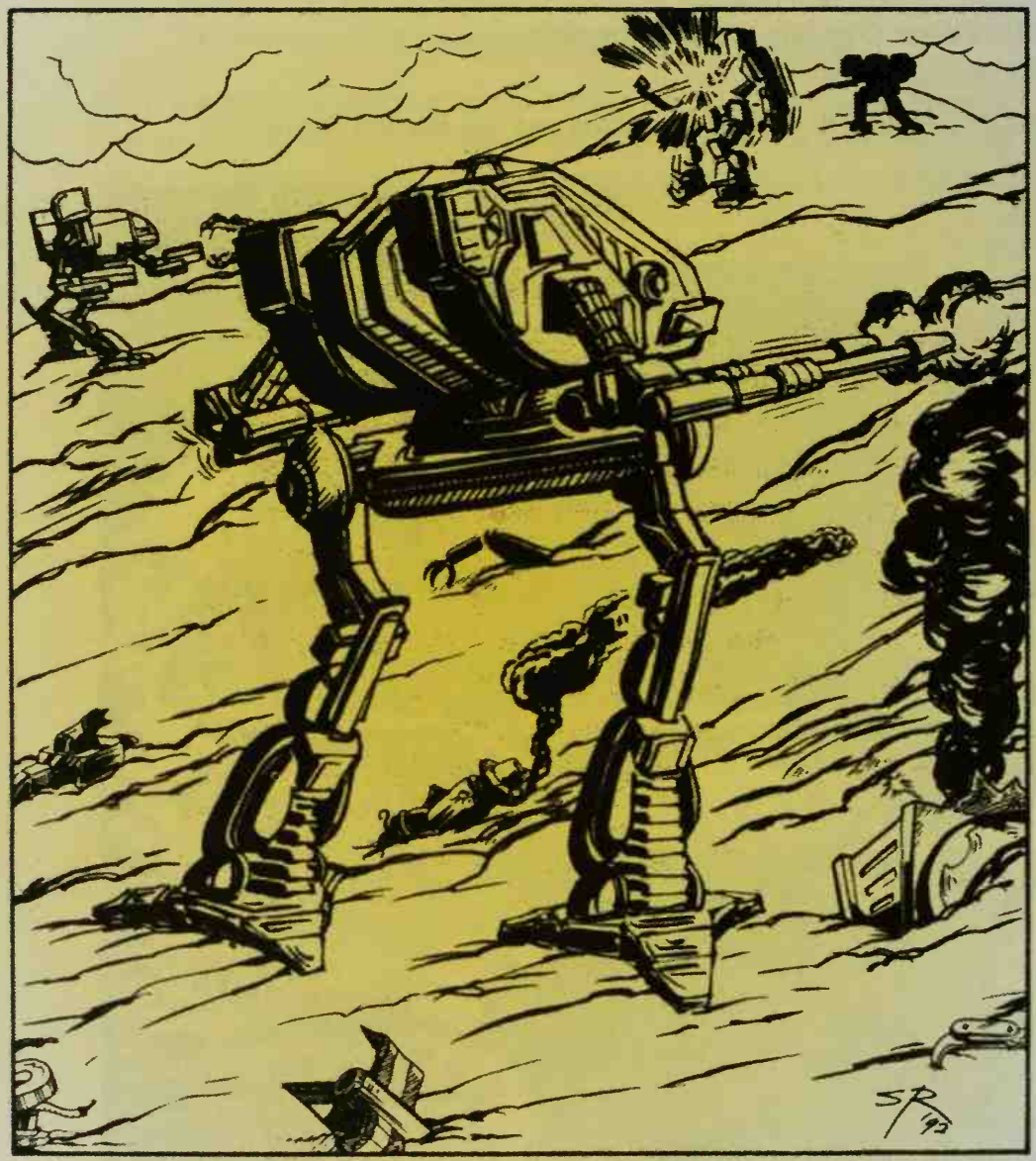
To make use of this system, follow these steps.

1. **Pick your Clan:** From the Clans, click on the options until the Clan you wish to represent appears. All of the Inner Sphere invaders are present in the listing.
2. **Select your Enemy:** From the Clans, click on the options until you find the Clan you wish to face in a combat trial. All of the Inner Sphere invaders are present in the listing.



3. **Pick the Scenario/World:** By picking the worlds, you determine the terrain type for the battle.
4. **Select Your Star:** This consists of two parts. The first is to scroll through yours and your starmate's 'Mechs. You then select the starting tactical formation for your star.
5. **Select Your Opponent's Composition:** Select your opponent's 'Mechs and formation.
6. **LAUNCH:** Select the Launch button and the mission begins.





MODIFYING YOUR 'MECH

Warriors win wars. Technicians win battles.

—Unclaimed graffiti attributed to a Jade Falcon Technician Caste Member

From the Ready Room for either Clan, it is possible to modify your BattleMech/OmniMech prior to a mission. This is important if you wish to undertake a mission that you know requires specific weapons, such as long-range fire support. Modifications can also be made to remove weapons or armor and add heat sinks, or the reverse, depending on your whim or the tactical needs of the situation.

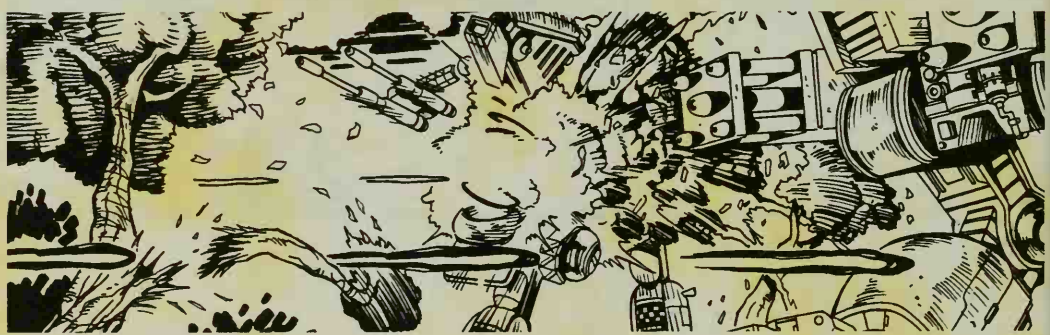
CONSTRUCTION AND THE BATTLETECH BOARD GAME

The construction rules as presented follow the BattleTech board game, with the exception of sophisticated ECM gear, targeting computers, and NARC systems. For those PC gamers who enjoy this aspect of MechWarrior 2, it is highly recommended that you purchase a copy of BattleTech or the BattleTech Companion to learn how these construction rules work best.

It is important to note, however, that the 'Mech modification rules and systems as presented are *not* as robust as many experienced BattleTech board gamers may be used to. They are designed to supplement the game, not be a game in and of themselves. This should be acknowledged not as a game weakness, but as a bonus system provided for game enhancement.

BALANCE

'Mechs, when modified, are limited to their original starting mass. The game provides 15 'Mechs, each of which can be modified, but none can hold more equipment than their original mass. There's another important factor you should keep in mind: you are limited to the critical components slots available in the limbs of the 'Mech.



OPTIONS

The Previous/Next Variant shows you the next saved customized 'Mech. The Previous/Next Chassis provides you access to the current 'Mech chassis that are in the game itself.

The Customize feature enables you to take an existing or recommended mission 'Mech and customize it to fit your needs.



CONSTRUCTION PRACTICES

To customize a 'Mech you need to follow these steps:

1. Select a Starting Chassis
2. Select/Modify Engine
3. Determine Internal Structure
4. Install Jump Jets (if any)
5. Add/Modify Heat Sinks
6. Configure Armor
7. Add/Modify Weapons
8. Add/Modify Ammunition
9. Add/Modify Additional Equipment
10. Assign Critical Hit Locations

For each one of these steps you select the bold faced title for what you wish from the left side of the screen by clicking on it. Once you select the item, you can modify it as you wish.

As you select items, the total tonnage available and what you have selected are shown at the bottom of the listing on the left side.



You must make sure that your total current tonnage is always equal to or less than the tonnage available.

SELECTING AN ENGINE

You must toggle through the options using the previous and next buttons. The two types of engines are Standard or XL, extra light. The Extra Light fusion reactor engines trade off weight for critical hit locations, which are limited on every 'Mech.

DETERMINE INTERNAL STRUCTURE

Selecting the Internal button enables you to choose either Standard or Endo Steel internal structure. Standard takes up more tonnage, but Endo Steel, while lighter, takes up more critical locations within the 'Mech.

JUMP JET CAPABILITY

Once you select the Jump Jets bold title on the left, you can determine your 'Mechs jump capabilities. By using the add and delete arrows you can increase and decrease the jump jet capability of the 'Mech.

HEAT SINKS

You can add or remove heat sinks from the Heat Sinks Screen. You can use normal heat sinks or double heat sinks. The key to this option is that the double heat sinks take up more critical hit locations in the 'Mech.

MODIFY/ADD ARMOR

Armor modifications are made in 1/2 ton increments to the 'Mech. Armor comes in two types: Standard or Ferro-Fibrous. The Ferro-Fibrous armor takes up critical slots (making them unavailable for weapons, ammo, etc.) but is more efficient for the amount of armor per ton.

Using the 'Mech Diagram, you can add or remove armor to and from specific locations in the 'Mech.

WEAPONS

With the Add and Delete buttons you can highlight weapons systems and either add or delete them from the master list on the right pop-up window.



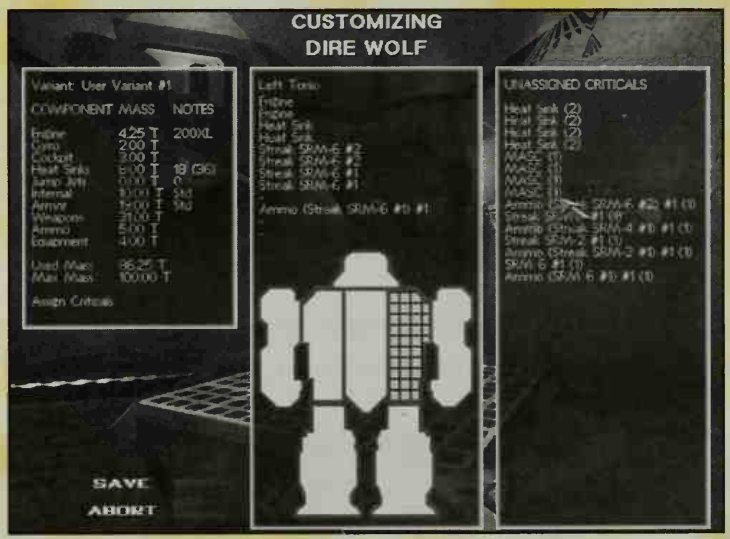
AMMO

By selecting a weapon from the list and pressing the Add Ammo button, you can increase loads for the weapons. Likewise, Delete Ammo reduces ammo levels.

ASSIGN CRITICAL LOCATIONS

Critical Locations are spaces in a 'Mech. The more spaces that a system or weapon takes up, the greater its chance of being hit and damaged during a critical or armor penetrating hit.

Selecting the Criticals box from the left-hand construction box enables you to allocate these by system. Select a system from the right-hand box, then click on the part of the 'Mech outline where you want the system to go.



DONE

Once you're finished, you can Save your 'Mech for future use as a variant, or simply accept it for your current mission.

MODIFYING YOUR 'MECH

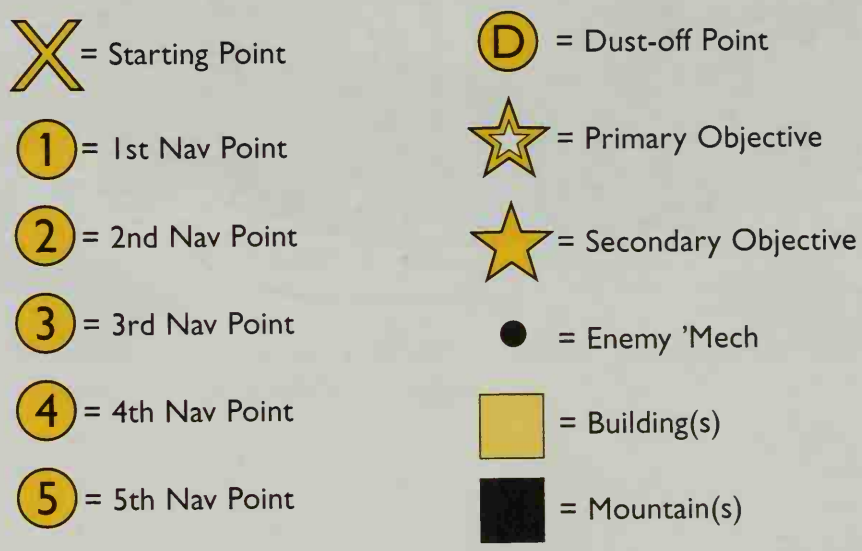
Ulric and his pack of Warriors think they have us where they want us. We shall teach them the pain of the talons wrapped around their furry throats.

—Kahn Christu

Each mission is outlined in the following section. The location, the mission summary data, tactical information, a list of the mission objectives, and the suggested tactical analysis are all discussed. A satellite relay map is also provided so that MechWarriors can get a feeling for the types of terrain features they'll have to deal with.

At the end of each mission is a summary of the results of a failed mission and a successful mission.

MAP LEGEND



THE JADE FALCON MISSIONS

We are Jade Falcon, great among the Clans. We are the Warriors who fight with the strength of the Falcon's Claw and ascend to the heavens on the wings of the same.

We remember with the clarity of the Falcon's sight the words of Kerensky. Through the smoke of time he speaks to us, his chosen, and urges us onward with the promise of Eden.

We will retake what is ours by right, that shining jewel, Terra.

Not the vastness of space, nor the Wolf's obstinate howl will stay us from our righteous goal.

We are Crusaders and will trample all in our way.

CODENAME: SILENT THUNDER

Planet:	Colmar, Jade Falcon Occupation Zone
Terrain:	Rocky Plains
Time of Day:	Day to Dusk (limited visibility at long ranges)
Default 'Mech:	Storm Crow
Enemy to be Faced:	Kit Fox

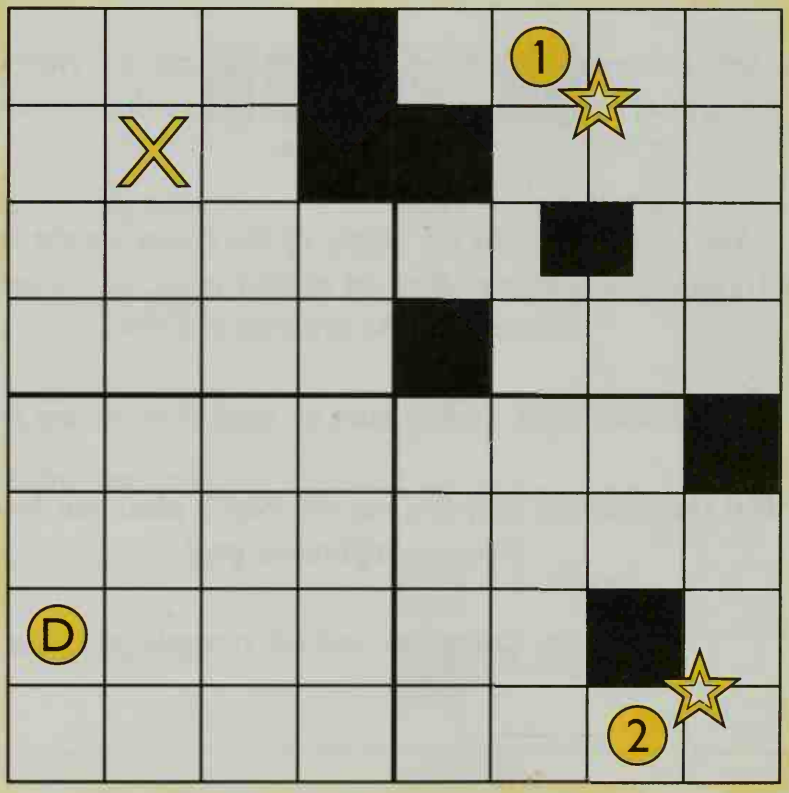


(1) = Nav Alpha

(2) = Nav Beta

(D) =Nav Gamma

= HPG Uplink, Communications Array



MISSION OBJECTIVES

Primary

Destroy the Wolf Clan HPG Uplink at Nav Alpha.



Satellite View



Normal View

Destroy the Communications Array at Nav Beta.



Satellite View



Normal View

Secondary

Destroy all Wolf 'Mechs in the target area.

Tertiary

Destroy any targets of opportunity.

Dustoff

When finished with the mission, go to Nav Gamma for extraction.

MISSION SUMMARY

The Wolves have dropped the 352nd Cluster on Colmar. While the 12th Falcon Regulars are brought up for the Bright Basin, you are going to be tasked with taking out some of the Wolf Clan's Command and Communications structure, primarily their HPG relays and comm center.

TACTICAL ANALYSIS

Moving toward the HPG uplink you will find that it's defended by two Wolf BattleMechs. A recon helicopter is in the area as well, but is difficult to hit unless you make use of your long range missiles and get a lock at extreme distance. As you attempt to close on the chopper, it will take off.

TIP

When dealing with turrets, keep in mind that they do not track quickly. Go full throttle at them, slightly off center, and loop around for another pass.

The Communications Array is surrounded by small turrets that fire PPCs and has a hidden 'Mech defending it. While these are not accurate, they can injure your 'Mech. Use your long range weapons to take these out. Destroying the array brings out the BattleMech that will try to finish you off.

NOTE

Be careful of destroying the HPG and Array. Splatter damage can injure you as well. Ideally, you should toast these from a distance.

SUCCESSFUL RESOLUTION

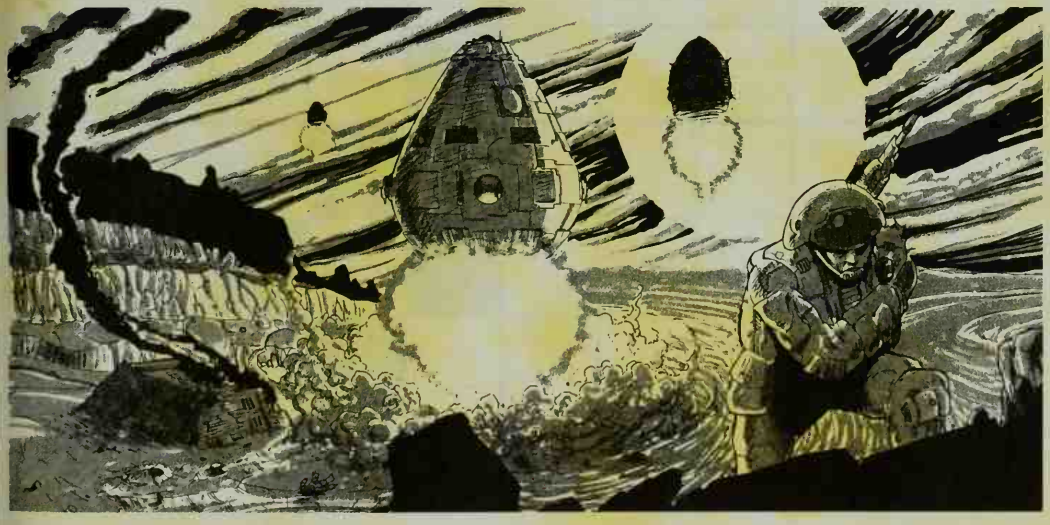
Knocking out these crucial systems has hindered the Wolves in this quadrant of the Marakaa Valley, giving the 12th Falcon Regulars an upper hand.

TIP

Attack the Communications Array at Nav Beta first. Only one Kit Fox will pursue and attack you from the rear. Leave one Turret operational at the Operations Array—you won't be attacked by other enemy 'Mechs until both Turrets are destroyed. Then destroy the uplink and leave.

THE PRICE OF FAILURE

Failure to destroy the arrays has exposed your position and alerted the entire region to your presence. The 12th Falcon Regulars were decimated when the 352nd Cluster regrouped and mounted a counterattack.



CODENAME: ARKHAM BRIDGE

Planet:	Sudeten, Jade Falcon Occupation Zone
Terrain:	Pasture Lands
Time of Day:	Dawn to Day
Default 'Mech:	Timber Wolf
Enemies to be Faced:	Kit Fox



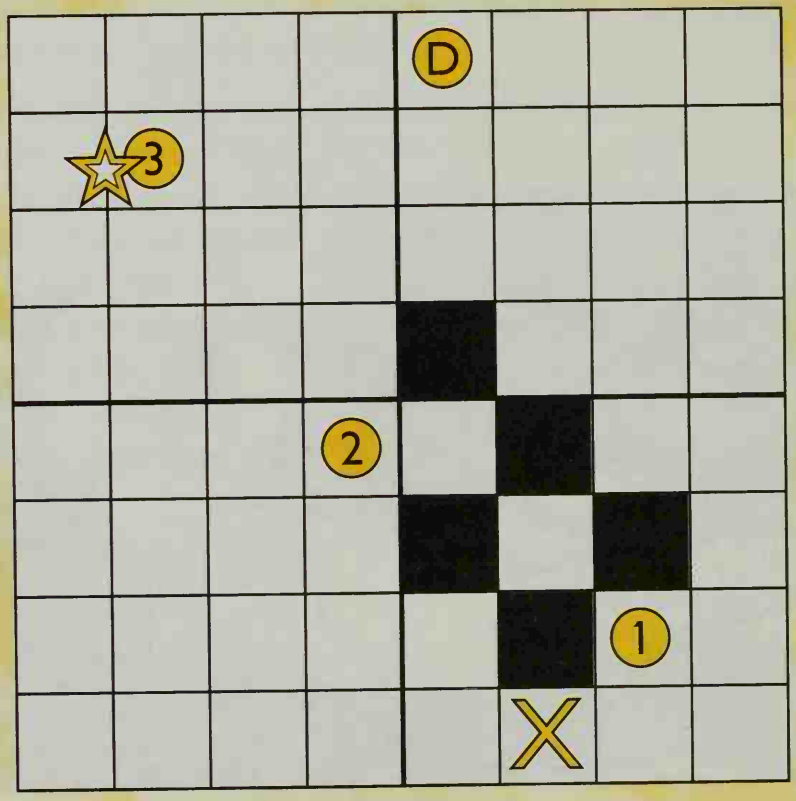
1 = Nav Theta

2 = Nav Iota

3 = Nav Kappa

D = Nav Lambda

= Industrial Plant



MISSION OBJECTIVES

Primary

Destroy all enemy units in the area.

Defend the Industrial Plant at Nav Kappa.



Normal View



Satellite View

Secondary

Destroy any targets of opportunity.

Dustoff

Extraction is at Nav Lambda.

MISSION SUMMARY

The Wolves' Delta Galaxy has landed on Sudeten and has split into two task forces. One has emerged just west of the city of Webster, where the Jade Falcons have finished rebuilding an industrial plant that produces equipment needed for the renewed assault toward Terra.

Your mission: patrol the Nav Points and protect this strategic industrial asset.

TACTICAL ANALYSIS

The enemy does not emerge until you close on Nav Iota. If you watch the long mountain range, you see fire over the ridge. Moving down you see the Wolves moving into the industrial area—and the city burning as their 'Mechs lay waste to the area. They make a break for Nav Kappa as you approach, so be prepared.

There is a single mountain pass that you have to navigate to get to the plant you are to defend. You should pull up the satellite relay early on and look for the pass rather than waste time trying to find it visually.

The Wolves are cunning. The three points of the star you encounter will split up. They will attempt to converge on the remains of the industrial facilities to take them out. Knowing this will help you fall back to the plant—this is where they will come.

SUCCESSFUL RESOLUTION

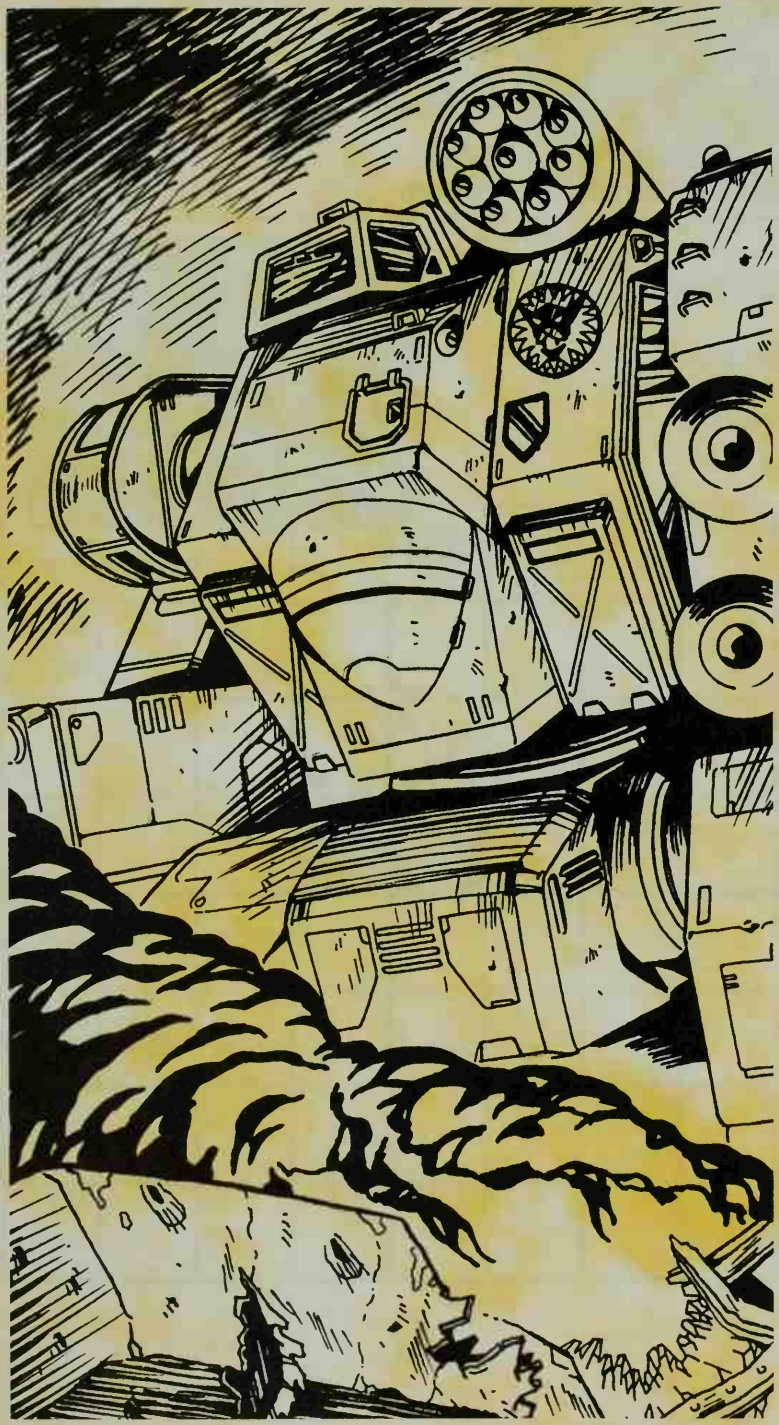
Saving the Plant was critical to the long life of the Falcons, but strategically your Cluster is being pulled back and regrouped.

TIP

As soon as the mission starts, pull up the satellite link. This will help you locate the enemy 'Mechs. Next, place the LRMs in one fire group. This allows you to take out some enemy 'Mechs in one death-blow volley. At Nav Iota, you will encounter several Kit Fox class BattleMechs. Take them out with the LRMs.

THE PRICE OF FAILURE

The Wolves' Delta Galaxy plows into your forces and wipes out five garrison clusters in the process—a devastating loss for the Jade Falcons!



CODENAME: MIRROR CAGE

Planet: Zoetermeer, Jade Falcon Occupation Zone	
Terrain:	Low Hills
Time of Day:	Dusk to Night
Default 'Mech:	Mad Dog
Enemies to be Faced:	Kit Fox Firemoth

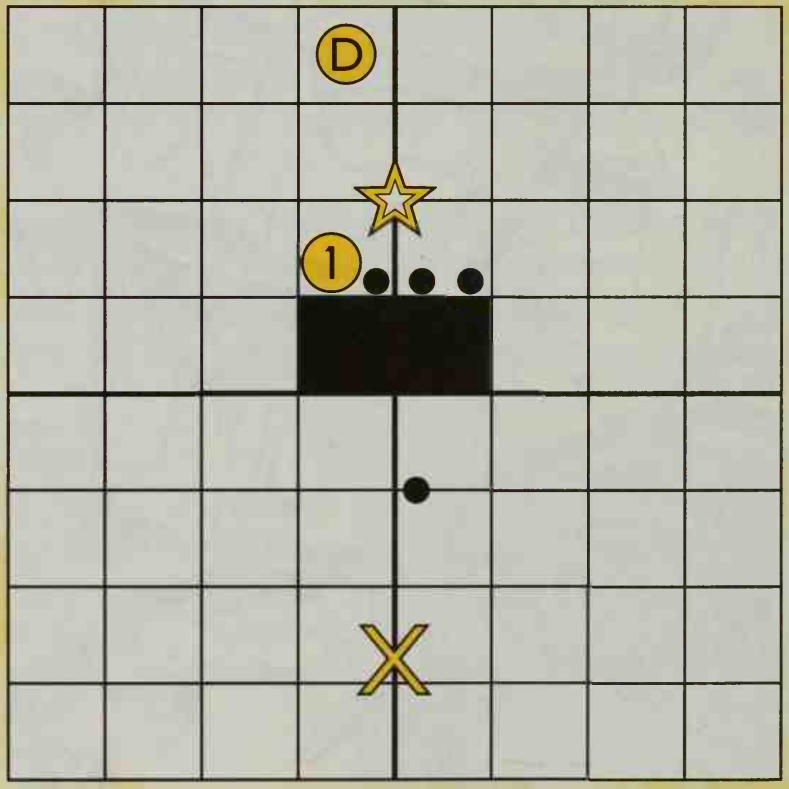




1 = Nav Zeta

D = Nav Eta

= Dropship



MISSION OBJECTIVES

Primary

Destroy the Dropship at Nav Zeta.



Normal View



Satellite View

Secondary

Destroy all defending 'Mechs.

Dustoff

Return to Nav Eta for removal and extraction.

MISSION SUMMARY

The Wolves have assaulted Zoetermeer with blood on their fangs, fresh for a fight. Slowing them, especially the 2nd Wolf Cavaliers must be accomplished at all costs or we will suffer significant losses.

One of their dropships has been damaged and their technicians are performing repairs to its fusion reactors. Striking it while its turrets and defenses cannot be brought on line will ensure our Clan a success. But be wary; the occupants of the ship, the Wolf BattleMechs, are deployed for her defense—this will not be easy.

TACTICAL ANALYSIS

Given the time of day, it is recommended that Infrared Mode be activated early in the mission. The Wolf Dropship is heavily defended and takes a great deal of firepower to destroy. Your best tactic is to concentrate on the defenders. Once they have been dispatched, concentrate your remaining weapons on the ship itself.

When firing at the ship, make sure you have a red target lock with your reticle. Otherwise you waste ammunition and time.

SUCCESSFUL RESOLUTION

While the Jade Falcon suffers a series of losses, your action has earned you great respect with the Council.

THE PRICE OF FAILURE

Because of you the city of Salyn is under siege and the Wolf has seized the Nalon Spaceport. The 10th Falcon Provisional garrison is crumbling because of your failures... a mark difficult to live with.

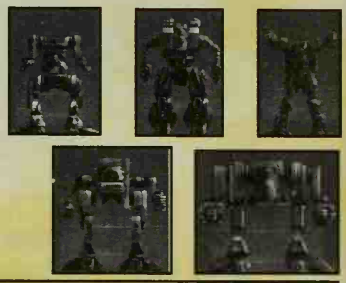
TIP

One good tactic to employ with this mission is to go with a fast 'Mech. Choose the Mad Dog, Storm Crow, or Dasher (the variant with the M.A.S.C.). This will allow you to maneuver past the defending 'Mechs and pummel the Dropship. **Note: This should only be attempted by a skilled warrior.**

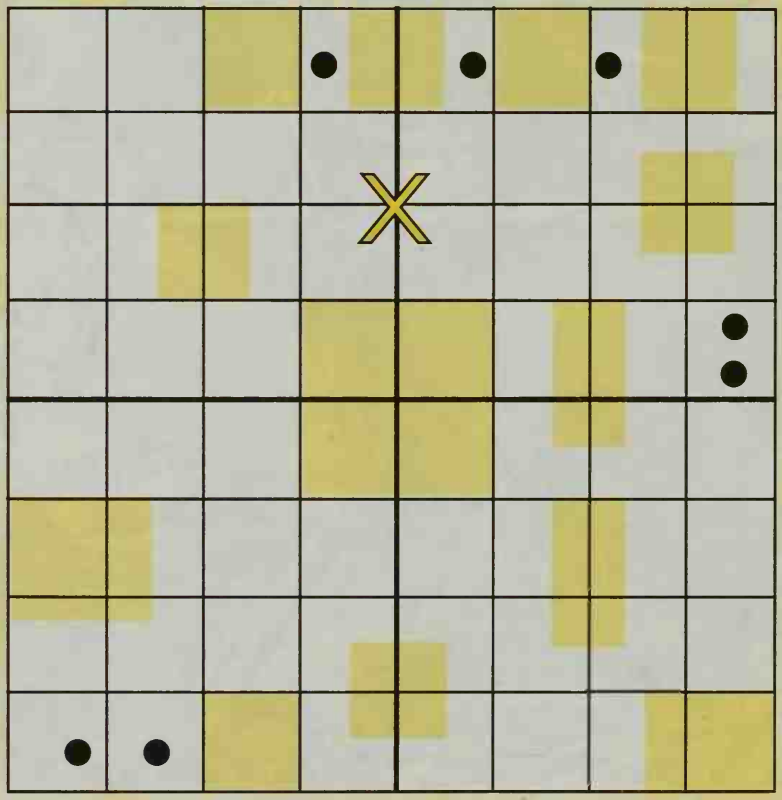
THE JADE FALCON MISSIONS

CODENAME: BONE MACHINE

Planet:	Baker 3, Jade Falcon Occupation Zone
Terrain:	Rocky Highland
Time of Day:	Day
Default 'Mech:	Mad Dog
Enemies to be Faced:	Storm Crow Hellbringer Kit Fox Firemoth Nova



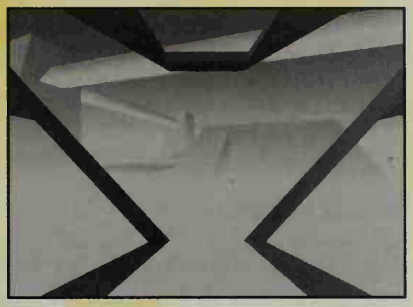
Map of Firebase at Nav Gamma



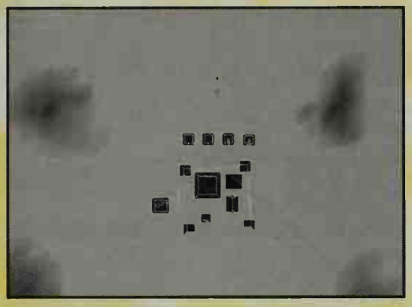
MISSION OBJECTIVES

Primary

Defend the Firebase.



Normal View



Satellite View

Secondary

Destroy all attacking forces.

Dustoff

Base, Nav Gamma.

MISSION SUMMARY

The Keshik has decided that an abandoned Wolf firebase could be useful, but the Wolves are reluctant to let our Clan hold it. Your mission: defend this abandoned base so that the 305th Assault Cluster can use it as a post of operations.

TACTICAL ANALYSIS

At Nav Gamma you'll detect a Wolf ship at the far range of your sensors. Be wary. As you close on him, a Wolf dropship sweeps in and debarks a star, trying to catch you in a vice-grip.

This is a ploy to embroil you in a fight while some of these elements break and head back to the firebase. Don't fall for this freebirth ploy. Remember your Primary Objective.

SUCCESSFUL RESOLUTION

The 305th Cluster, thanks to you, now has a new forward base of operations and a place to regroup and repair. The Clan honors your victory.

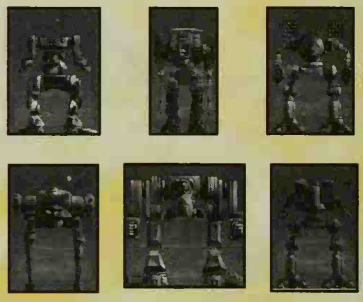
THE PRICE OF FAILURE

By losing the base, the Wolf Clan has been able to rally and is driving toward our planetary command center. Our entire flank is exposed and the 305th is left virtually unsupplied. You will be lucky if the Kahn himself does not face you in a Circle of Equals.

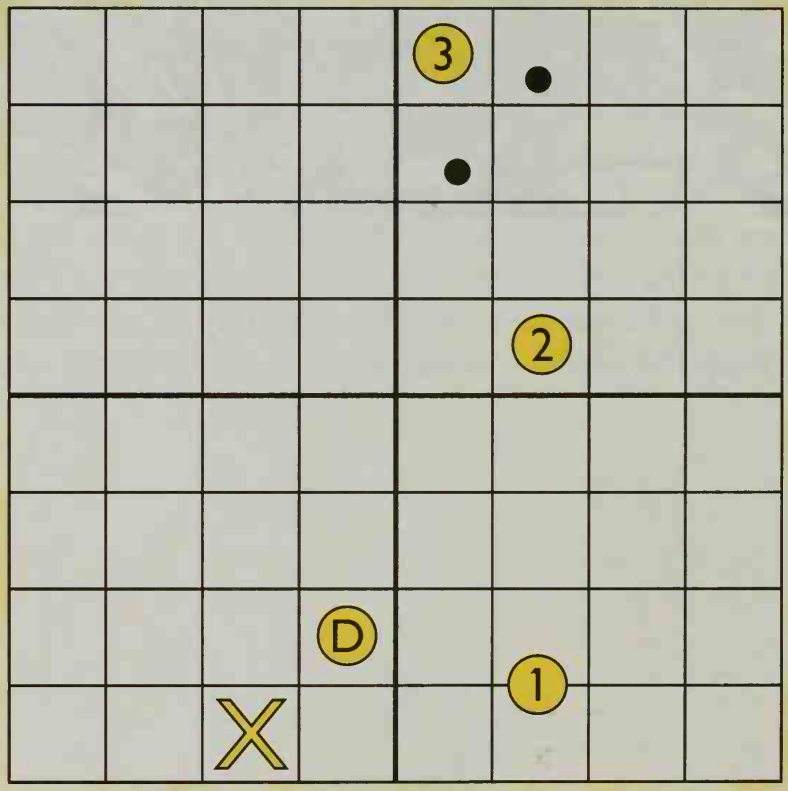


CODENAME: BOUK OBELISK

Planet:	MacDuff, Moon of Devin, Jade Falcon Occupation Zone
Terrain:	Cratered/Vacuum
Time of Day:	Dusk to Night
Default 'Mech:	Nova
Enemies to be Faced:	Storm Crow Rifleman Timber Wolf Jenner Nova Mad Dog



(1) = Nav Sigma
(2) = Nav Tau
(3) = Nav Upsilon
(D) = Nav Phi



MISSION OBJECTIVES

Primary

Destroy any and all enemy forces.

Escort friendly unit to the Isotope Processor at Nav Phi.



Dustoff

Return to the station at the Isotope Process, Nav Phi.



Normal View



Satellite View

MISSION SUMMARY

Combat in space, even in a BattleMech, is dangerous. Seismic sensors have picked up a Wolf unit on the surface closing in on our Isotope Processor Dome. You must follow the Nav Point sequences and take out the enemy units.

Complicating matters, a stranded unit is in the field. You must also get this back to the processor dome intact.

TACTICAL ANALYSIS

Infrared is a must for this mission. As you reach the first Nav Point you will get word of a damaged friendly 'Mech that needs help just beyond the second Nav Point. While there, on the way to the third Nav Point, you will close on him—only to learn that the Wolves are using him as bait, to lure you in for the kill.

Warning should be taken here: the atmosphere is hostile and punching out is not a viable option. Use your jump jets to get a higher altitude view of the enemy before they power up.

SUCCESSFUL RESOLUTION

Your actions have made the Clan leadership take note. Seyla!

THE PRICE OF FAILURE

The loss of this processor is unacceptable. You have failed your Clan. Perhaps you would be best served by transfer to a Solhama unit.

TIP

There are five enemy 'Mechs waiting to ambush you. Three are on the left flank, two on the right. If you head straight for the main Nav Point, all five 'Mechs will descend on you. Once you leave your dropship, head to the right flank and take out the two 'Mechs waiting for you in the crater. Then help your friend, dispatching the other three enemies along the way.

TECH

CODENAME: UMBER WALL

Planet:	Evciler, Jade Falcon Occupation Zone
Terrain:	Iron Oxide Rift
Time of Day:	Day to Dusk
Default 'Mech:	Summoner
Enemies to be Faced:	Gunships Jenner Dire Wolf

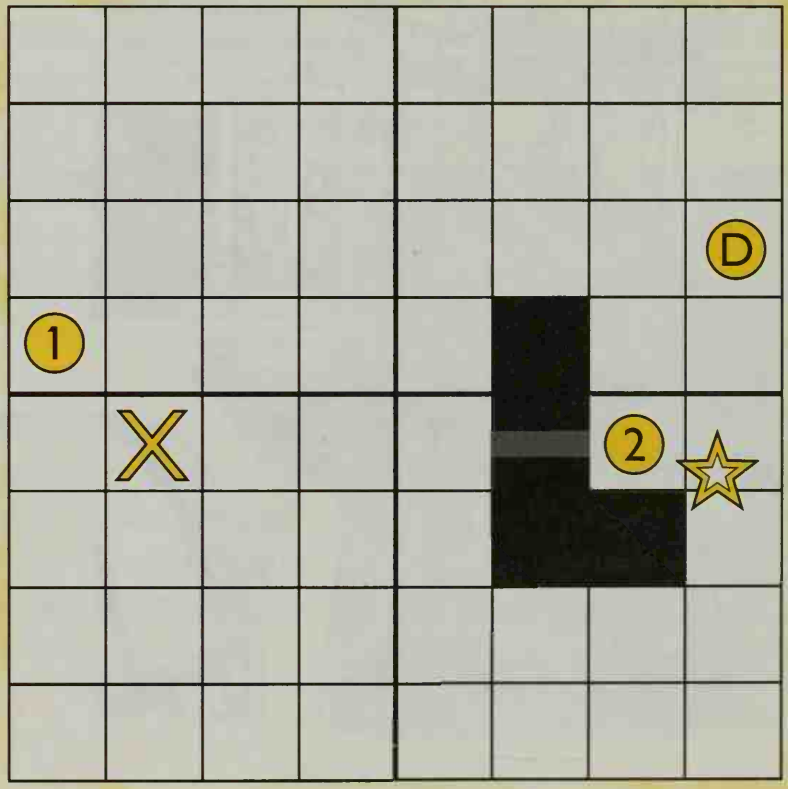


1 = Nav Xi

2 = Nav Omnicron

D = Nav Pi

= Tunnel



MISSION OBJECTIVES

Primary

Escort Hover train to the procession unit at Nav Omicron.



Normal View



Satellite View

Secondary

Destroy any and all attacking units.



Dustoff

Return to Nav Pi.

MISSION SUMMARY

A caravan of vital heat sink components has been placed in your charge. Move them out of harm's way, but be wary: the Wolves are on the prowl.

TACTICAL ANALYSIS

After the second Nav Point, you will pick up an aerospace fighter attack. Don't pull off too far from your convoy, but these fighters will need to be dispatched. Farther along, you will detect a single Wolf 'Mech in the hills to the west of the convoy path. You can engage this 'Mech, but you must be back to the convoy by the time it emerges from the tunnel.

Once it comes out of the tunnel, a Wolf unit on its right flank will sweep in. You should cut to the far east of the mountain to get to the other side—moving at a full sprint. Be there, or you will suffer a grievous loss to the Falcon cause.

SUCCESSFUL RESOLUTION

The hover train caravan has made it to the processing. The 73rd Striker Cluster can process their assault on the Wolf Clan's newly formed Tau Galaxy.

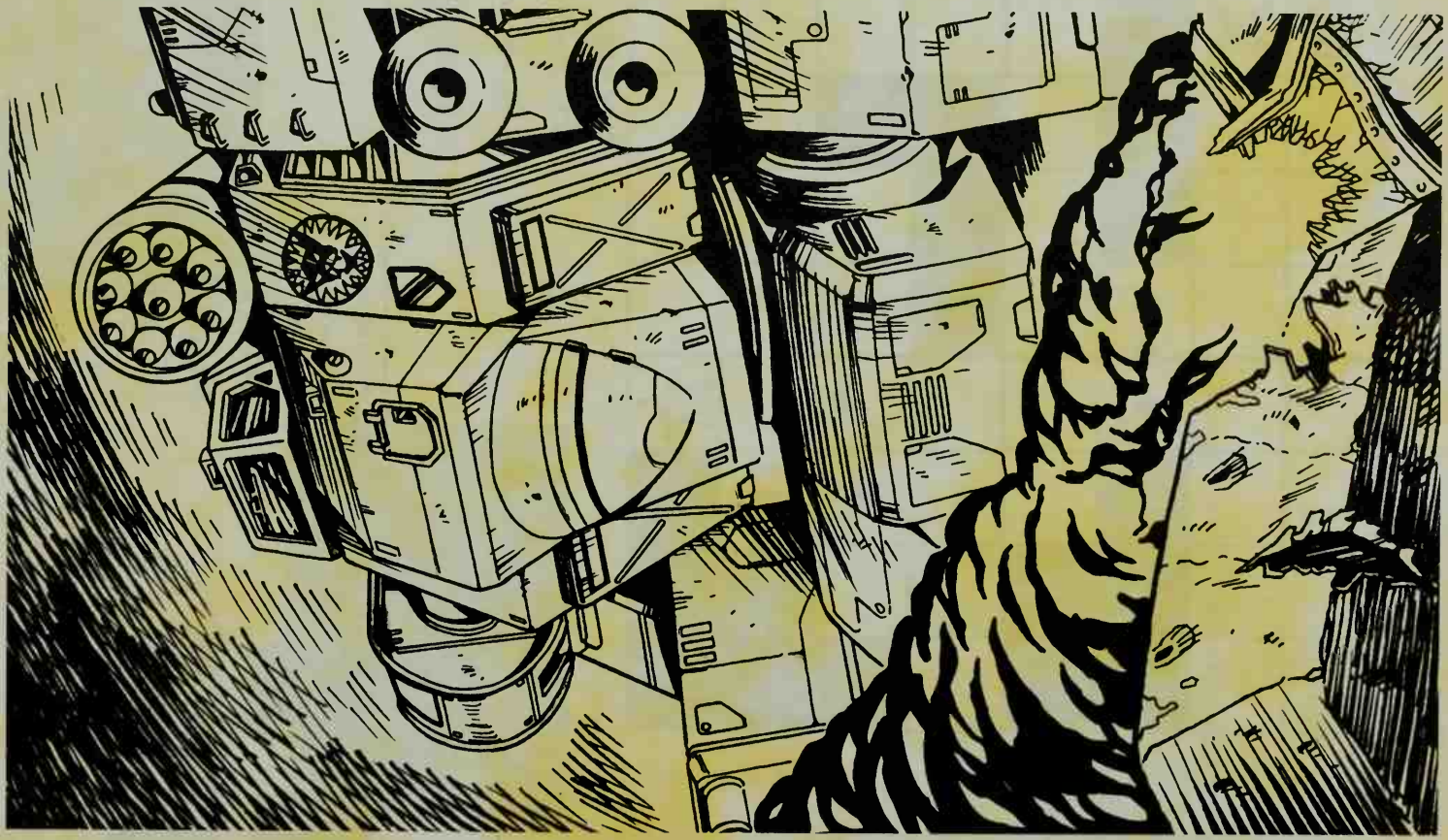
TIP

You will pilot a Summoner class BattleMech in its primary configuration for this mission. Before accepting the mission, upgrade your 'Mech to alternate configuration B. Once you leave your drop ship, move the LRMs into a firing group. Use this group to take out any approaching Wolf 'Mechs before they can get within striking distance of your 'Mech.

THE PRICE OF FAILURE

The loss of the components and the mining operation to our Clan are great. Those heat sink components were vital if we were to continue the drive to Terra. The Wolf's 1st Calvary is planning an assault on the 9th Cluster's unprotected flank.

THE JADE FALCON MISSIONS



CODENAME: ROUGE CHARIOT

Planet: Twycross, Steel Viper Occupation Zone

Terrain: Canyon

Time of Day: Day

Default 'Mech: Mad Dog

Enemies to be Faced: Kit Fox
Tanks
Nova
Storm Crow

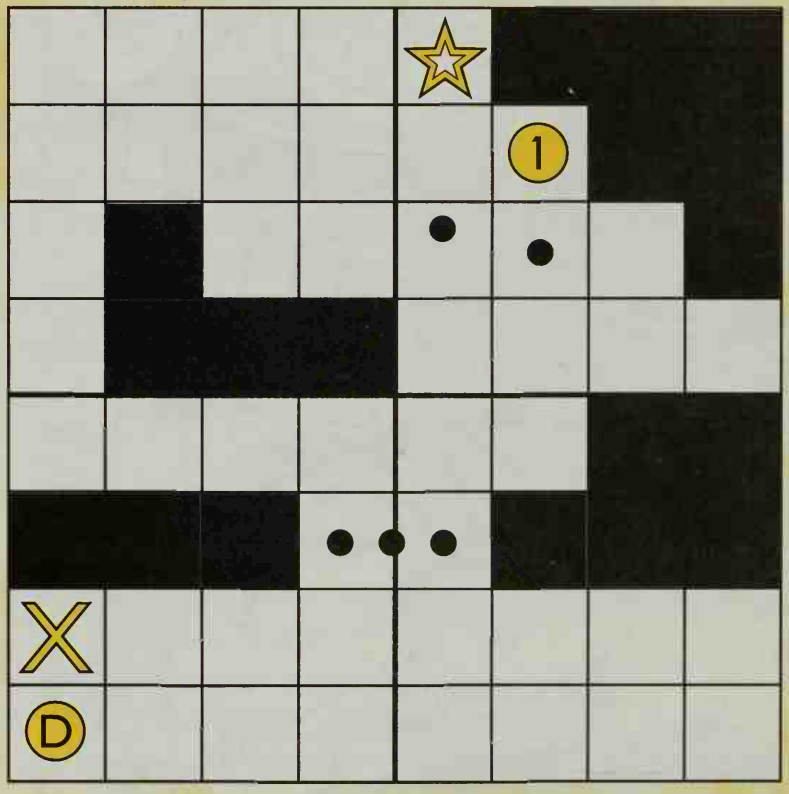





1 = Nav Sigma

D = Nav Tau

= Core Heat Sink Array



MISSION OBJECTIVES

Primary

Destroy Core Heat Sink Array.



Normal View



Satellite View

Secondary

Destroy all Wolf Clan 'Mechs.

Tertiary

Destroy all targets of opportunity.

Dust off

Return to Nav Tau.

MISSION SUMMARY

The Great Gash, a place of great shame for the Clan. It was there, during the invasion, that the Falcon Guard were lured into a trap and wiped out—almost to the last Warrior. It is there that honor will be regained. The Steel Vipers have allowed us to return here and fight our battle of proxy.

You will attack a Wolf Re supply base and destroy the core heat sink array. On this, victory rests...

TACTICAL ANALYSIS

The heat sink array lies at the end of the canyon. It is defended by tank and ground forces, so be wary, especially in the tight confines of the canyon.

Make sure that when you destroy the array, you do so from maximum range. If not, the blast does so much splatter damage that your 'Mech can be destroyed in the process— a hollow victory at best.

SUCCESSFUL RESOLUTION

The loss of the array costs the Wolves a great deal of honor.

THE PRICE OF FAILURE

The array is left intact. While not critical to our victory, our pride has once again been tarnished by this world.

TIP

On your way to the first Nav Point (Nav Sigma), go very slowly and hug the canyon wall on your left flank. The outcroppings on the canyon wall give you great targets of opportunity, allowing you to deal with the enemy one at a time. Take out the 'Mechs before dealing with the tanks.

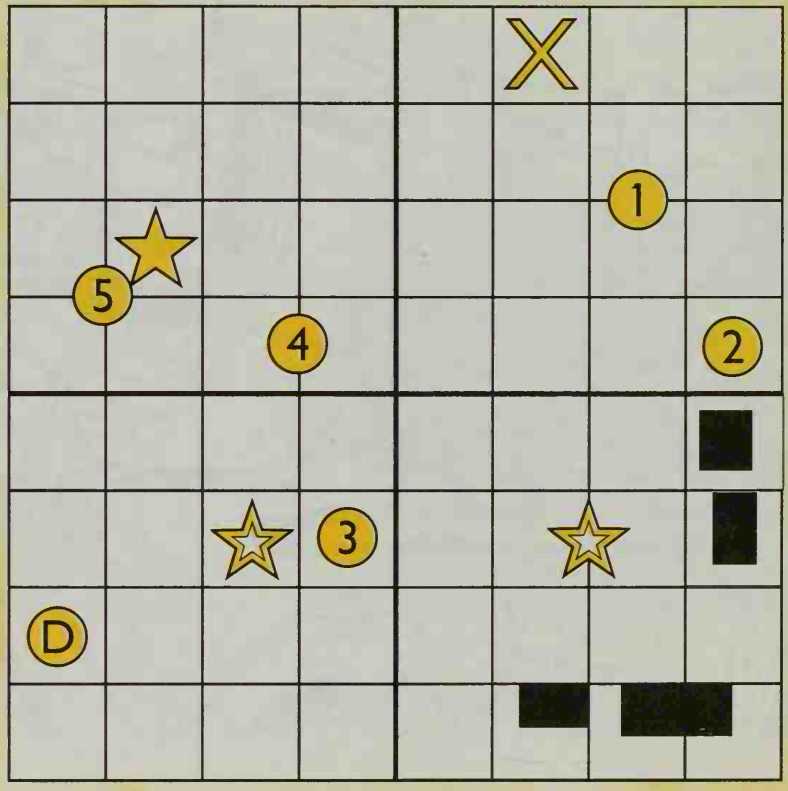
THE JADE FALCON MISSIONS

CODENAME: PLUM WINE

Planet:	Wotan, Jade Falcon Occupation Zone
Terrain:	Urban
Time of Day:	Dawn to Day
Default 'Mech:	Timberwolf
Enemies to be Faced:	Storm Crow Jenner Timber Wolf Summoner



1 = Nav Alpha
2 = Nav Beta
3 = Nav Gamma
4 = Nav Delta
5 = Nav Epsilon
D = Nav Zeta
= High Command Vehicles
= Enemy Structure



MISSION OBJECTIVES

Primary

Destroy all vehicles containing high command personnel.



Secondary

Inspect all likely structures to look for enemy munitions.



Defend all structures that are found to hold munitions.

Destroy all enemy units encountered.



Tertiary

Destroy all targets of opportunity.

Dustoff

Return to Nav Zeta for extraction.

MISSION SUMMARY

You must follow the Nav Points in sequence through the urban area looking for retreating Wolf units. Inspect and destroy these vehicles, especially those containing High Command personnel. Also, inspect the warehouses to look for abandoned supplies, primarily munitions. Hold these at all costs—our supplies on this world have been badly damaged.

TACTICAL ANALYSIS

The path of Nav Points through the city is littered with vehicles. You must inspect these and destroy those that the battle computer indicates are carrying command staff.

At Nav Alpha you encounter two enemy BattleMechs defending a convoy that must be neutralized. At the next Nav Point, three tanks guard an intersection as a column of Wolf vehicles attempts to fell via the roads leading to the south.

The warehouses that you seek are near Nav Epsilon. An additional Wolf force of two 'Mechs is deployed to guard these warehouses, so you need to take them out before you attempt inspection.

The real problem with this operation is the fact that there are two groups of enemies that are making breaks for dropships. You need to destroy both convoys or command staff will escape. It may be advisable to try this mission with a Fire Moth or Stormcrow and sprint to the convoys and take them out, trying to ignore the enemy 'Mechs.

TIP

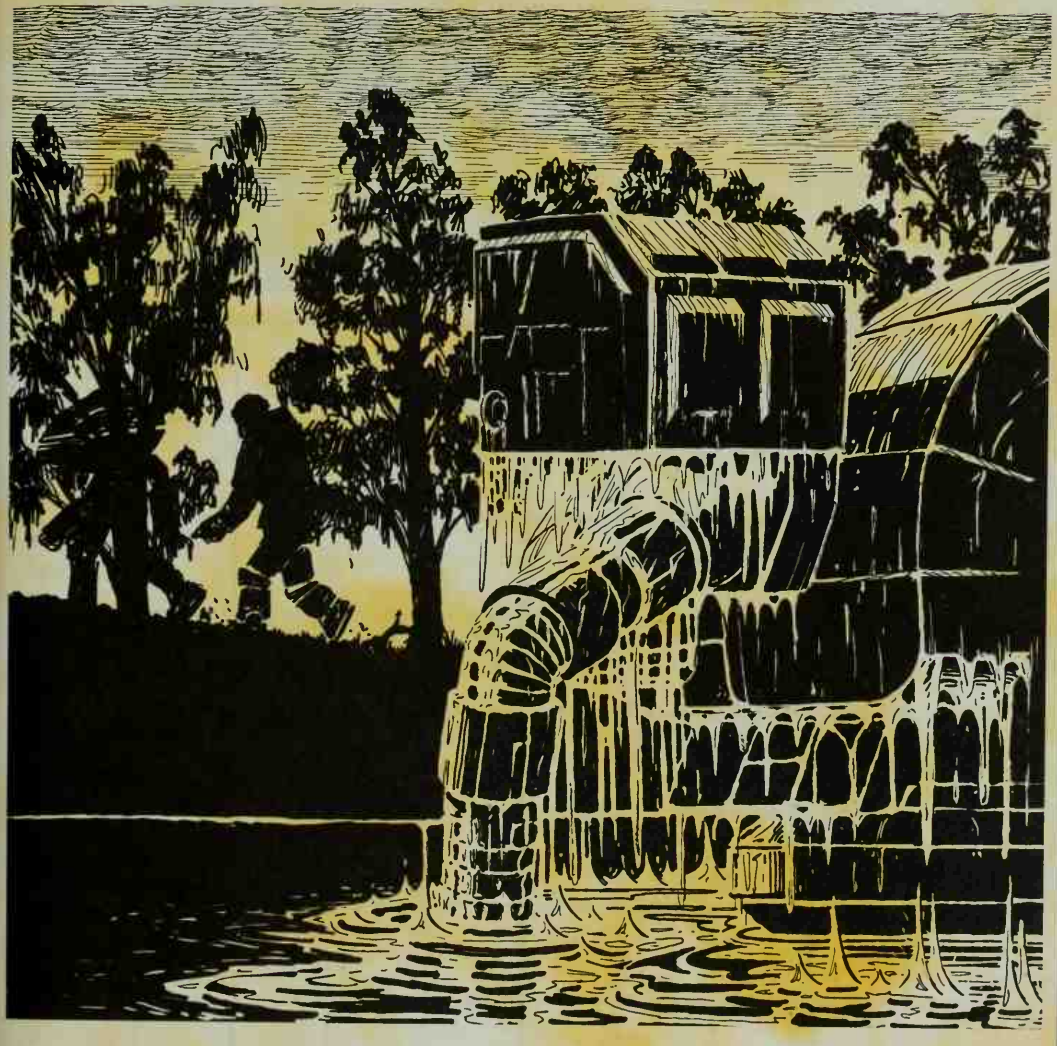
As an alternative to the Timber Wolf, you may want to try this mission using a Gargoyle class BattleMech with alternate configuration C. Once the mission begins, place all lasers in one firing group. Use the autocannon on the enemy 'Mechs and the group of lasers on vehicles.

SUCCESSFUL RESOLUTION

You have crushed the Wolf's control of Den Telhman. Our enemy is in rout. Victory is ours.

THE PRICE OF FAILURE

Waste is something that the Clans do not tolerate well. You have caused great waste and your codex is so noted.



CODENAME: RUST HEART

Planet:	Wotan, Jade Falcon Occupation Zone
Terrain:	Natural Crystal Structures
Time of Day:	Dawn to Day
Default 'Mech:	Hellbringer
Enemies to be Faced:	Marauder Nova Timber Wolf Storm Crow



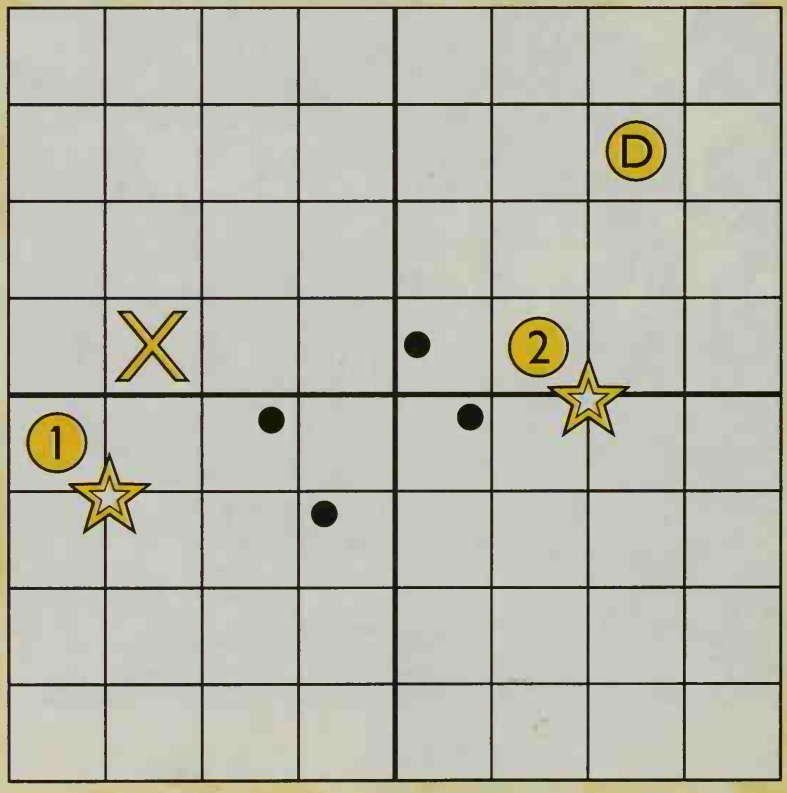



1 = Nav Delta

2 = Nav Epsilon

D = Nav Zeta

= Escort Path Points



MISSION OBJECTIVES

Primary

Escort the convoy to the firebase at Nav Epsilon.



Normal View



Satellite View

Secondary

Destroy all enemy units you find.

Tertiary

Destroy any targets of opportunity.

Dustoff

Dustoff at Nav Point Zeta.

MISSION SUMMARY

Escort the munitions convoy from Nav Delta to the firebase at Nav Epsilon.

TACTICAL ANALYSIS

The convoy is ambushed in the crystalline growths. Most of the fighting is done at close range. Remember that these supplies are important. Don't get lured too far from your charge. Watch your corners and the tight confines of the combat area.

SUCCESSFUL RESOLUTION

The munitions supplies from the convoy have been delivered to our forces. Victory is now assured.

TIP

The Infrared Mode is a must for this mission. For a variant, try using the Gargoyle class BattleMech in alternate configuration A.

THE PRICE OF FAILURE

Re-supply is not possible. Your failure has doomed the lives of far better Warriors than you.

THE JADE FALCON MISSIONS

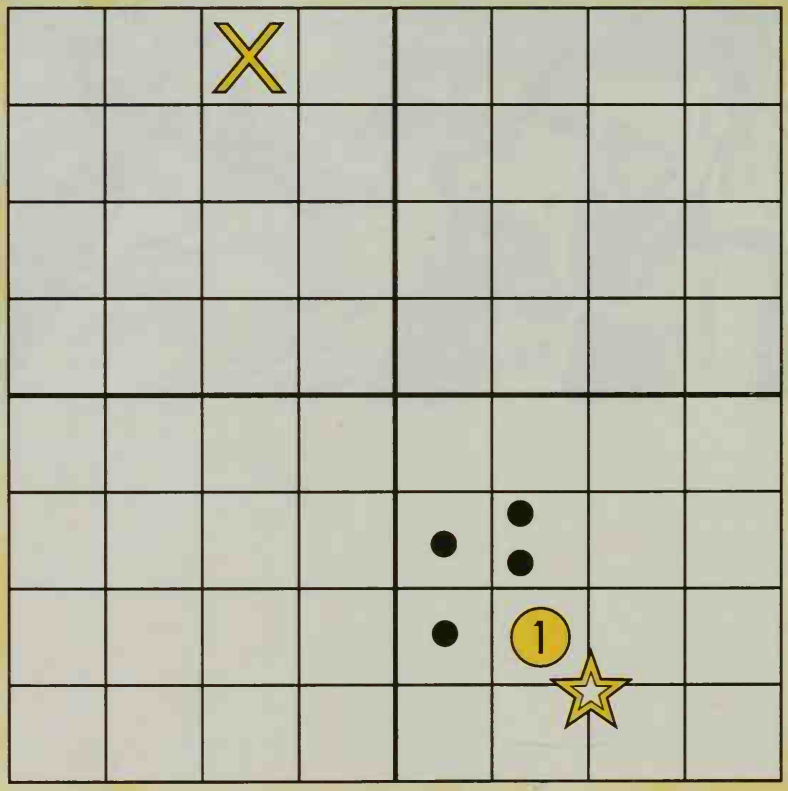
CODENAME: ARMOR VEIL

Planet:	Morges, The Lyran Alliance
Terrain:	Ice Desert
Time of Day:	Day to Snowstorm
Default 'Mech:	Warhammer
Enemies to be Faced:	Nova Storm Crow Hellbringer Mad Dog



1 = Nav Upsilon

= Airbase



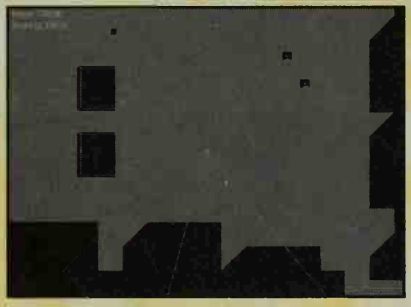
MISSION OBJECTIVES

Primary

Defend the Aerospace Fighter Aerodrome (Airbase).



Normal View



Satellite View

Secondary

Destroy all attacking units.

Dustoff

Return to Nav Upsilon for stand-down at base.

MISSION SUMMARY

Defend the Airbase.

TACTICAL ANALYSIS

The use of Infrared Mode is critical on this mission thanks to the heavy snowstorms. The Wolves attempt to lure off some of your forces with a feinting attack. Ignore this first attack. A second wave will come. This is the real threat to the Airbase. Once it has been destroyed, another wave arrives. Don't be fooled by the first feinting force—they return once the second wave has been destroyed.

The key to all of this is monitoring your long range sensors (radar) to see where the enemy is coming in from, and keeping them far away. Be wary of the Mad Dog. This Warrior will rush past you and fire on the airbase to attempt to spoil your victory.

SUCCESSFUL RESOLUTION

Maintaining this Airbase is vital to the survival of our forces.

THE PRICE OF FAILURE

The loss of the Airbase has left our 4th Talon Aerospace Forces with no place to land—dooming them to dishonorable death.

THE JADE FALCON MISSIONS



CODENAME: IRON PISTON

Planet: Morges, The Lyran Alliance

Terrain: Urban

Time of Day: Day to Dusk

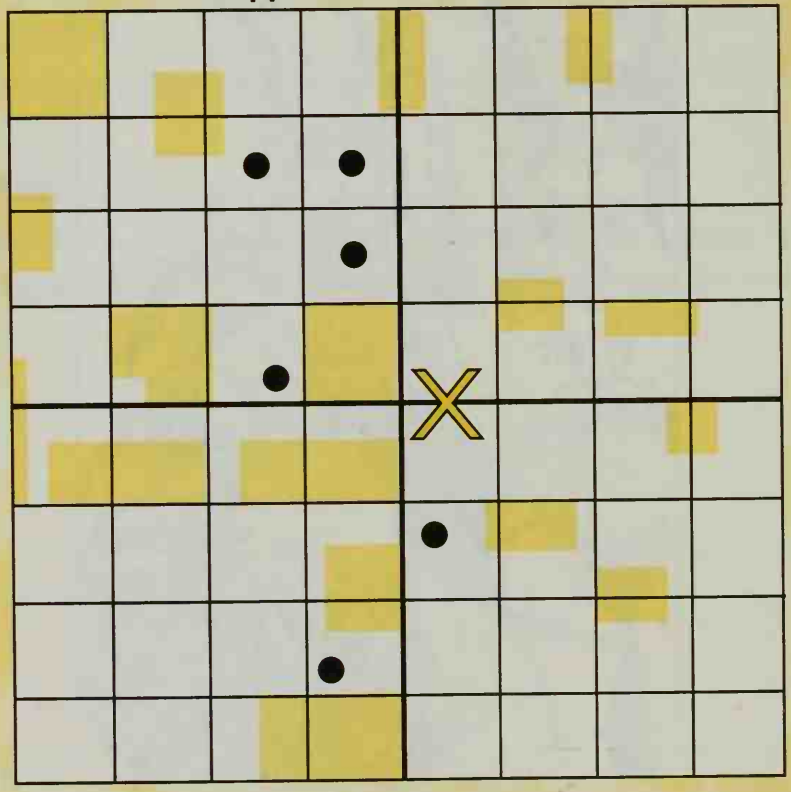
Default 'Mech: Warhammer

Enemies to be Faced:
Firemoth
Hellbringer
Kit Fox
Mad Dog
Marauder
Nova
Rifleman
BattleMaster





Map of City at Nav Point Kappa



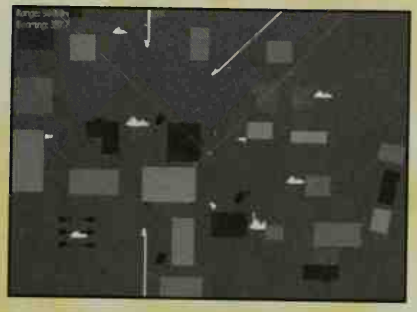
MISSION OBJECTIVES

Primary

Destroy all enemy 'Mechs in the city.



Normal View



Satellite View

Return

Nav Kappa, return to the 'Mech hanger for re-deployment.

MISSION SUMMARY

Drive Phelen Kell's Wolf forces from the city. The Peregrine Galaxy is depending on your skills and prowess.

TACTICAL ANALYSIS

This is a complex search and destroy mission. Buildings make for difficult combat areas, with limited maneuverability and a great deal of splash damage. Work your way along the streets slowly, and use the satellite relay maps and your sensors to make sure you're not walking into a trap.

SUCCESSFUL RESOLUTION

It may still be possible to re-supply our Galaxy here thanks to your actions.

THE PRICE OF FAILURE

Your failure taints not only you, but also all of the Clan.

TIP

As the mission starts, you are surrounded by enemy 'Mechs. As you come out of the building, break to your left and work in from the side. This allows you to pick off the 'Mechs one at a time.

THE JADE FALCON MISSIONS

CODENAME: BRONZE ANVIL

Planet:	Morges, The Lyran Alliance
Terrain:	Ice Rift
Time of Day:	Day
Default 'Mech:	Timber Wolf
Enemies to be Faced:	Tanks Aircraft BattleMaster Dire Wolf

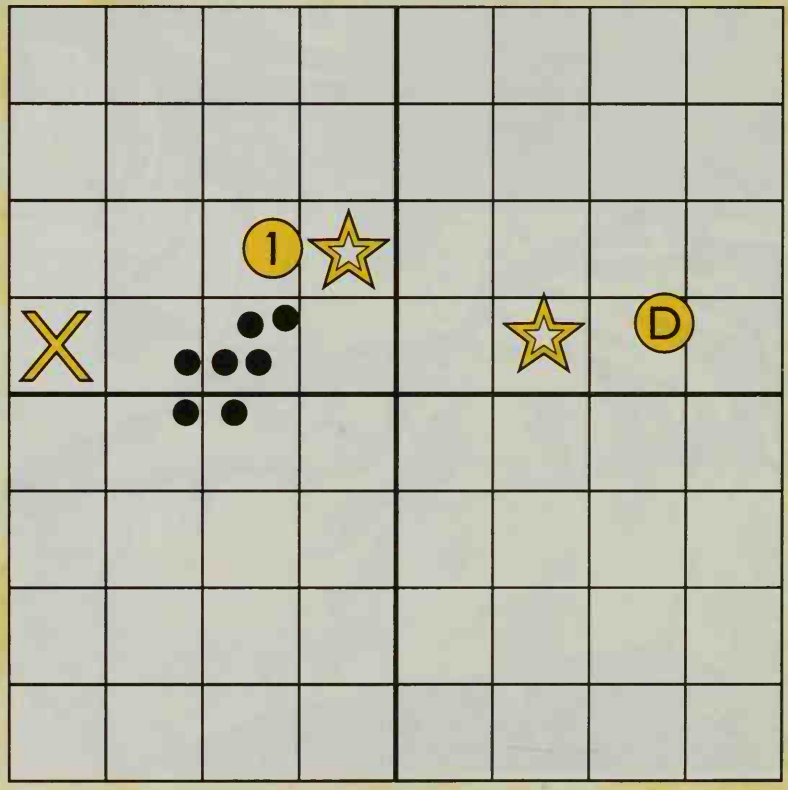




1 = Nav Pi

D = Nav Rho

= OmniMech, Command Vehicles



MISSION OBJECTIVES

Primary

Identify and destroy Dwillt Radick's OmniMech.

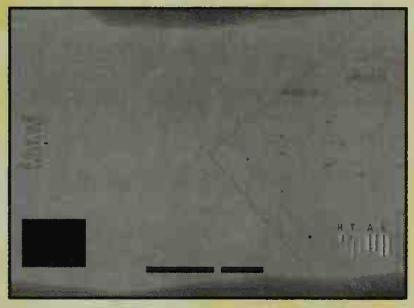
Identify and destroy all command vehicles.



Dwillt Radick's OmniMech



Command Vehicles



Satellite View

Secondary

Destroy all defending units.

Dustoff

Extraction at Nav Rho.

MISSION SUMMARY

Move in and take out Galaxy Commander Dwillt Radick and the Kell Hound Command staff.

TACTICAL ANALYSIS

The vehicles carrying the command staff are leaving the enemy base in the mountains. Aerospace fighters attack the base, so it is easy to spot. Between the first and second Nav Points, you come across the convoy of vehicles with Radick.

Beware—the Wolves deploy helicopters to protect the vehicles and there is an escape dropship waiting, so speed is of the utmost importance. Using your identify/inspect function early on can help you pin down which vehicles contain command personnel and which 'Mech is Radick's while using your starmates to watch your back.

NOTE

You may want a more powerful 'Mech than your default.

SUCCESSFUL RESOLUTION

Your actions shattered the spine of the Wolves. The Warden cause is dead. Now, the path to victory is open.

THE PRICE OF FAILURE

The Gamma Galaxy and the Kell Hounds can now rally. The heart of the Wolf may yet beat.

TIP

The default 'Mech you pilot—the Timber Wolf—is insufficient for this mission. Upgrade to a Gargoyle class BattleMech in its primary configuration. Take a lance-mate with you and order him to attack all enemies while you sit back. The tactical pattern you choose is not important. Let your lance-mate soften up the enemy 'Mechs before you begin fighting. If your lance-mate dies in the confrontation, you will lose some honor points, but this tactic may improve your odds at victory. Let your conscience be your guide!

THE JADE FALCON MISSIONS

Short-sighted and vain. Tainted by the very things we as a people disdain, yet proclaiming himself to be the leader of us all.

—Ulric Kerensky's private comments on Kahn Christu of the Jade Falcons.

Each mission is outlined in the following section. The location, the mission summary data, tactical information, a list of the mission objectives, and the suggested tactical analysis are all discussed. A satellite relay map is also provided so that 'MechWarriors can get a feeling for the types of terrain features they'll have to deal with.

At the end of each mission is a summary of the results of a failed mission and a successful mission.

MAP LEGEND



THE WOLF CLAN MISSIONS

We are Clan Wolf, children of Kerensky.

We carry the honor of his name on our shoulders as our fathers did before.

The Remembrance speaks to us of the evil in man's will, of the reasons for Exodus and the rights of the traveler. Arcadia is our destiny and our right. Enlightenment is our gift.

By the Bloodnames of the founders, we must return, return and protect that which is unique among the stars. Terra awaits us as it was written.

We are the last of the Wardens, the sole hope for the Earth.

CODENAME: PYRE LIGHT

Planet:	Colmar, Jade Falcon Occupation Zone
Terrain:	Rolling Hills
Time of Day:	Day to Dusk
Default 'Mech:	Mad Dog
Enemies to be Faced:	Nova Storm Crow



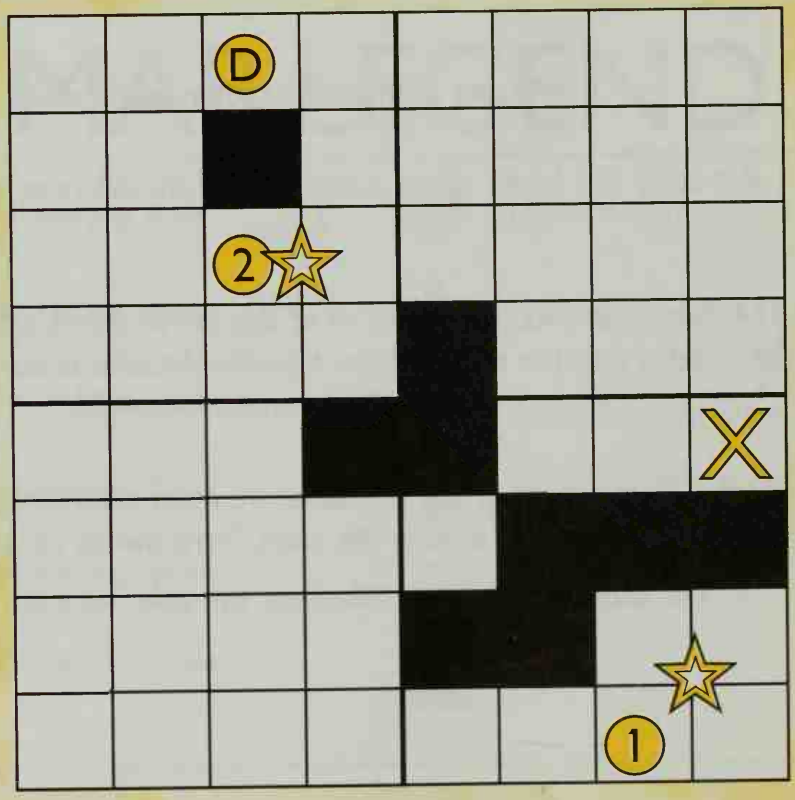


1 = Nav Epsilon

2 = Nav Zeta

D = Nav Eta

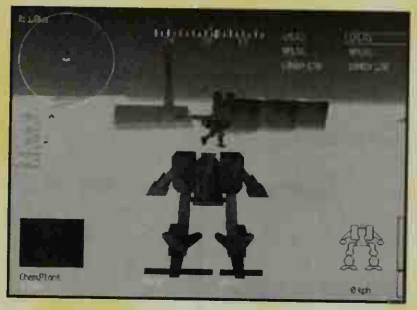
= Chemical Plant, Firebase Wreckage



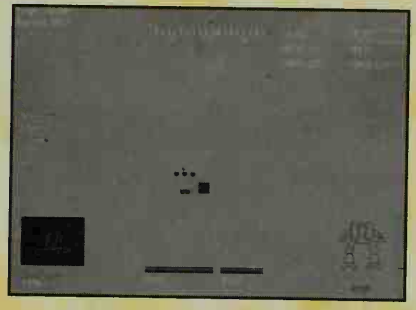
MISSION OBJECTIVES

Primary

Destroy the Chemical Plant at Nav Epsilon.



Normal View



Satellite View

Inspect the Firebase Wreckage at Nav Zeta.



Normal View



Satellite View

Secondary

Destroy all surviving 'Mechs in the area.

Tertiary

Destroy any targets of opportunity.

Dustoff

Extraction is at Nav Eta.

MISSION SUMMARY

Destroy the Chemical Plant, then inspect the Firebase. Destroy anything encountered during this portion of the mission.

TACTICAL ANALYSIS

Two Falcon 'Mechs wait for you at the Chemical Plant. En route to Nav Epsilon your forces will be ambushed, so watch your flanks carefully. At the Firebase, there is yet another 'Mech defending the area. Pound them into snail snot!

SUCCESSFUL RESOLUTION

Your actions have crippled the 12th Falcon Regulars in the Marakaa Valley.

THE PRICE OF FAILURE

The Clan will have to deploy other resources to perform this simple assignment—one that you failed.

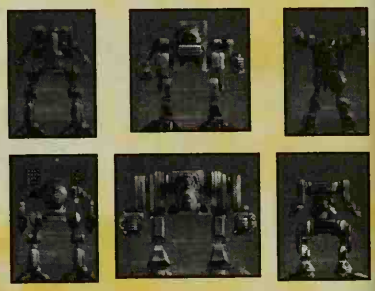
TIP

Break to the right flank—up the line of hills. Work your way around the entire flank of the enemy and come in on their side. This allows you to approach on the high ground. The enemy 'Mechs will be slow in their pursuit of you because they will be climbing the hill.

THE WOLF CLAN MISSIONS

CODENAME: FLAME TONGUE

Planet:	Sudeten, Jade Falcon Occupation Zone
Terrain:	Prairie
Time of Day:	Day to Dusk
Default 'Mech:	Nova
Enemies to be Faced:	Trainer (Mad Dog) Kit Fox Firemoth Timber Wolf Nova Storm Crow

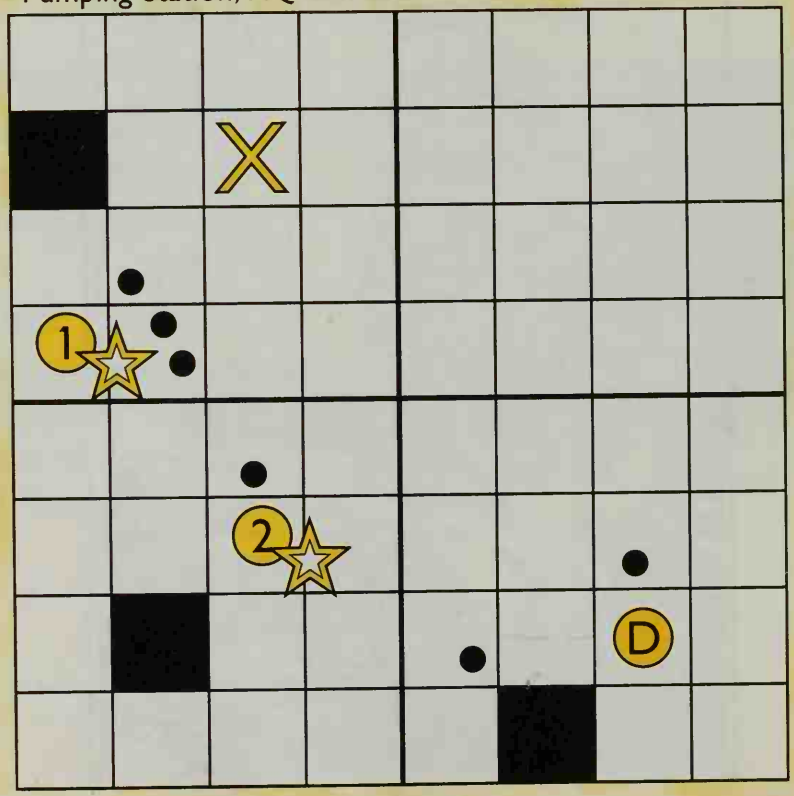


1 = Nav Alpha

2 = Nav Beta

D = Nav Gamma

= Pumping Station, HQ Bunker



MISSION OBJECTIVES

Primary

Destroy the Pumping Station at Nav Alpha.



Satellite View



Normal View

Destroy the hardened HQ bunker at Nav Beta.



Satellite View



Normal View

Secondary

Destroy all defending units.

Tertiary

Destroy all targets of opportunity.

Dustoff

Extraction takes place at Nav Gamma.

MISSION SUMMARY

Sweep in and hit the Jade Falcon's fuel pumping station. A sibko of Falcons are known to be in the area, so be wary of these fledglings. Also hit the hardened bunker at Nav Beta. You should follow the Nav sequences back and take out any targets that present themselves.

TACTICAL ANALYSIS

You will encounter three unarmed 'Mechs at the Firebase. One will make a break for escape. If he is successful, he'll get reinforcements from the HQ bunker. Otherwise, the 'Mech defending that base remains there.

At the bunker you encounter at least three turrets defending the base and possibly the other defending 'Mech.

There is a makeshift camp nearby that makes an excellent target, should you opt for extra glory.

SUCCESSFUL RESOLUTION

The enemy's command and communications structure has been shattered, paving the way to victories.

THE PRICE OF FAILURE

Your failings have only added time to our inevitable victory here.

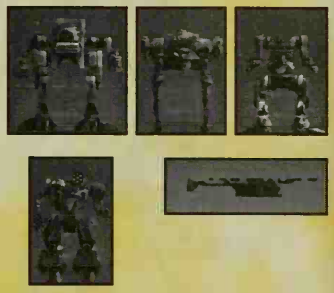
TIP

Try this mission with a Mad Dog class BattleMech in its primary configuration. This gives you two sets of Mad Dog 20s. Place these weapons in a fire control group so you can destroy the Turrets from long range.

THE WOLF CLAN MISSIONS

CODENAME: BLADE SPLINT

Planet:	Zoetermeer, Jade Falcon Occupation Zone
Terrain:	Urban
Time of Day:	Dusk to Dawn
Default 'Mech:	Jenner
Enemies to be Faced:	Kit Fox Jenner Storm Crow Summoner Helicopters



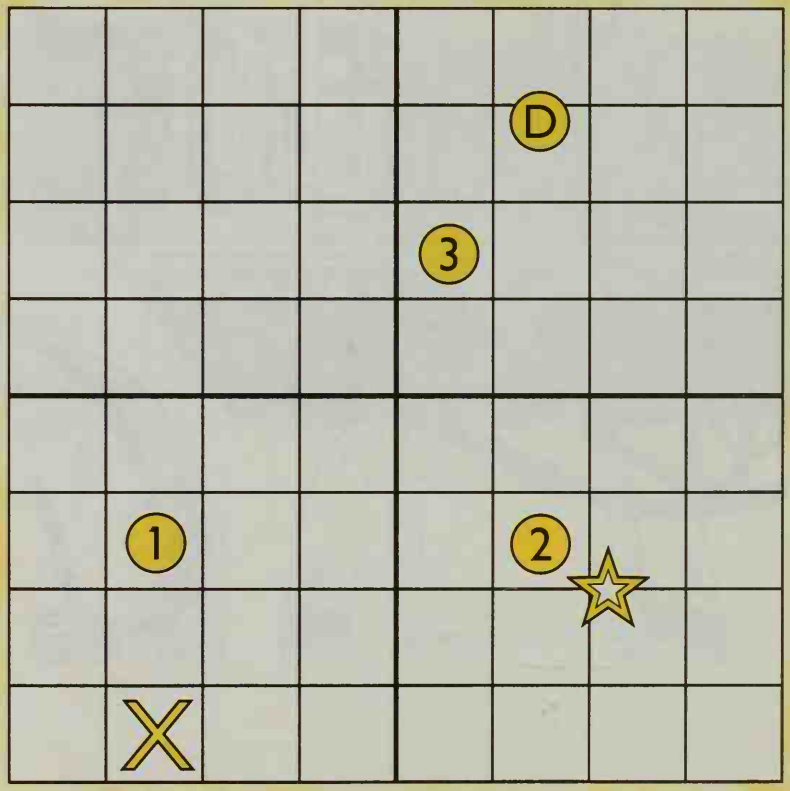
(1) = Nav Alpha

(2) = Nav Beta

(3) = Nav Gamma

(D) = Nav Delta

☆ = Power Converter

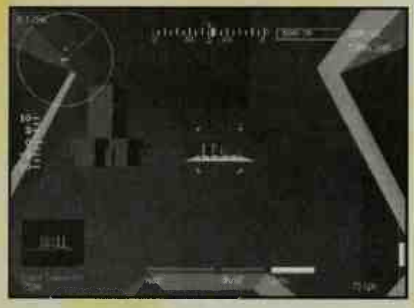


MISSION OBJECTIVES

Primary

Inspect the power converter for the cryo-plasmic conversion system.

Destroy the power converter (after inspection).



Normal View



Satellite View

Dustoff

Move to Nav Delta for departure.

MISSION SUMMARY

The Falcons have been developing a new system to handle cryo-plasma. This unit is critical and our Scientist Caste requires more information on it. Follow the Nav Point sequence to the Power Converter. Inspect the device, then destroy it.

TACTICAL ANALYSIS

The first three Nav Points are all defended by Jade Falcon 'Mechs. The Power Converter you seek is just southeast of Nav Beta, however, it is difficult to find.

NOTE

It is recommended that you upgrade from the Jenner II C to the Nova for this mission.

SUCCESSFUL RESOLUTION

The city of Salyn is crippled without power and the 2nd Wolf Cavaliers can move in to wipe out the 10th Falcon Provisional Garrison Cluster.

THE PRICE OF FAILURE

Our advance on the Nalon spaceport has ground to a halt because the city is still powered.

TIP

Switch to a Nova class BattleMech. Use the jump jets to jump over the Jade Falcon trap at the dustoff site. Also, you may want to skirt the outside of the urban area as you proceed toward Nav Alpha. This will help you avoid some enemy 'Mechs. By the way, look for the Activision building—and feel free to blow it up. Once the building is destroyed, a phone number appears.

THE WOLF CLAN MISSIONS

CODENAME: TEMPER EDGE

Planet:	Baker 3, Jade Falcon Occupation Zone
Terrain:	Snowy Pass
Time of Day:	Dawn to Dusk
Default 'Mech:	Mad Dog
Enemies to be Faced:	Kit Fox Jenner

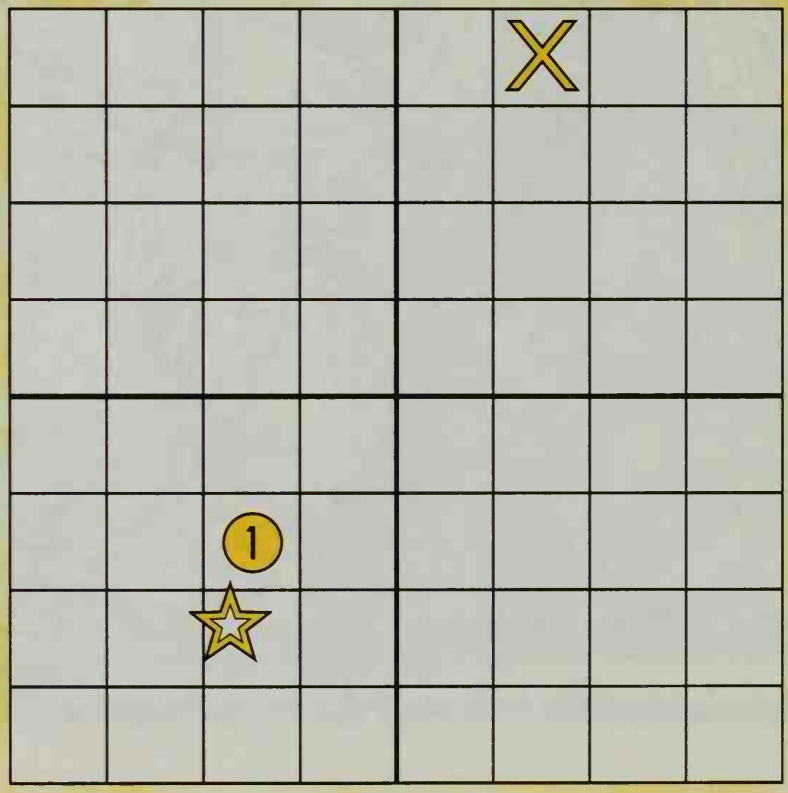




= Nav Sigma

= Nav Rho

= T5 Unit



MISSION OBJECTIVES

Primary

Defend then escort the T5 Unit to Nav Sigma.

Defend the Repair Vehicle until repairs are completed on it.







Secondary

Destroy all attacking units.

Escort the Repair Vehicle to the Dustoff point at Nav Sigma.

Dustoff

Nav Sigma is the pickup point for extraction.

MISSION SUMMARY

A specially designed T5 Tarantula Recon unit is at Nav Rho and is damaged. You must get a repair vehicle to the site where the T5 is located and provide cover fire until the T5 is fixed. Escort both units to Nav Sigma for removal from the battlefield.

TACTICAL ANALYSIS

Your dropship captain gets you close to the stranded T5. Three enemy 'Mechs close in. One goes for the T5, one for the repair vehicle, and one to the dropship. Remember your mission goals—concentrate on saving the T5 and the repair vehicle.

Once you deal with these foes, you face upwards of an additional star's worth (five) of 'Mechs on the trip to Nav Sigma.

SUCCESSFUL RESOLUTION

With the data recovered from the Tarantula, the Wolves 341st Assault Cluster is able to wipe out the Falcons 305th Assault Cluster.

TIP

Try the Hellbringer in either alternate configuration A or B as an alternate to the Mad Dog.

THE PRICE OF FAILURE

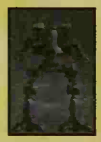
The loss of the T5 and its recon/intelligence information costs the Wolves dearly. Operations in this area are now at risk.

THE WOLF CLAN MISSIONS

CODENAME: SABLE FLAME

Planet:	Devin's Moon, MacDuff, Jade Falcon Occupation Zone
Terrain:	Cratered/Vacuum
Time of Day:	Night
Default 'Mech:	Timber Wolf
Enemies to be Faced:	Hellbringer Mad Dog



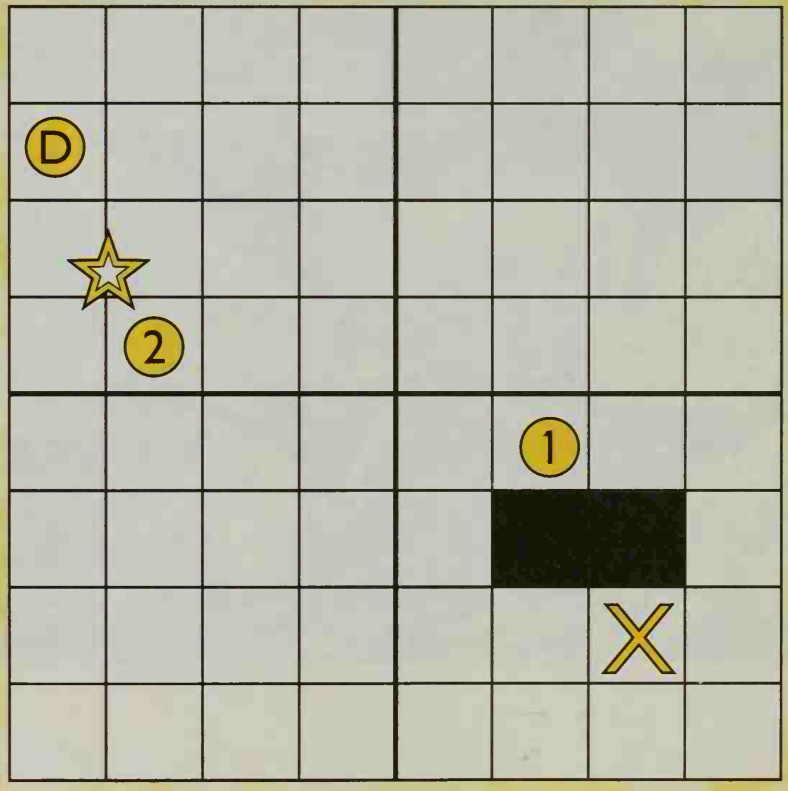


1 = Nav Eta

2 = Nav Theta

D = Nav Iota

= Sensor Array Dome



MISSION OBJECTIVES

Primary

Capture and secure the Sensor Array Dome.



Normal View



Satellite View

Secondary

Destroy all defending 'Mech units.

Tertiary

Destroy all targets of opportunity.

Dustoff

Go to Nav Iota for extraction.

MISSION SUMMARY

Seize the Jade Falcon's sensor array dome on the airless moon of MacDuff. When the Falcons come to take it back, wipe them out!

TACTICAL ANALYSIS

Infrared operations are a must on this mission from the start. The dome itself is at risk. If it is hit by a stray shot it explodes, so care must be taken on all shots fired in and around the dome.

At Nav Theta you encounter an enemy force. Engage and destroy them, then continue on. Ignore the second wave of 'Mechs—they are trying to lure you off. Concentrate instead on the third group. This one fires on the domed base rather than letting it fall into your hands.

The atmosphere is hostile so ejection is not an option. On the positive side, the cold means that overheating takes much longer.

SUCCESSFUL RESOLUTION

Using the relayed information from the captured dome, our operations on Devin are much more successful. Your actions are to be commended.

TIP

Because you are doing battle in a vacuum, enemy 'Mechs don't explode. Target an enemy before firing on it—it may already be destroyed.

THE PRICE OF FAILURE

The loss of the dome hurts both us and the Falcons. Now we are both blinded.

THE WOLF CLAN MISSIONS

CODENAME: BURNING CHROME

Planet:	Evciler
Terrain:	Ice Rift
Time of Day:	Day to Dusk
Default 'Mech:	Storm Crow
Enemies to be Faced:	Hellbringer Kit Fox





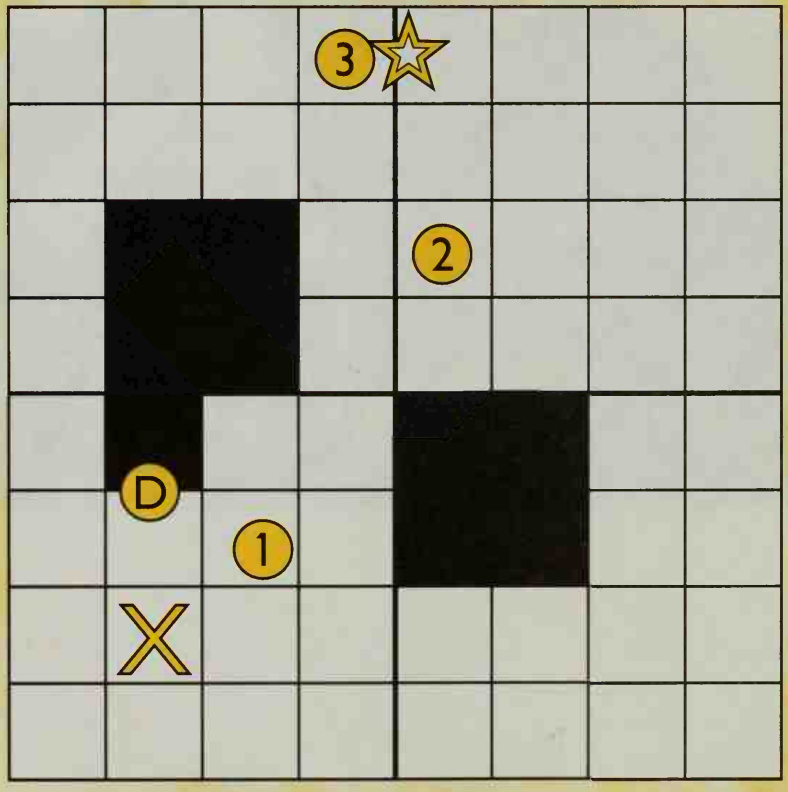
1 = Nav Rho

2 = Nav Sigma

3 = Nav Tau

D = Nav Upsilon

= Solar Array



MISSION OBJECTIVES

Primary

Destroy the Solar Array at Nav Tau.



Normal View



Satellite View

Secondary

Destroy all enemy units in the ice rift.

Tertiary

Destroy all targets of opportunity.

Dustoff

Extraction at Nav Upsilon.

MISSION SUMMARY

The 7th Falcon Construction Binary is setting up a Solar power array on the southern continent. Knocking this array out cripples the ability of our Falcon foes to dig in on the southern continent.

TACTICAL ANALYSIS

As soon as you arrive at Nav Rho, the enemy appears on your rear sensors/monitors. Keep them at a distance and continue on, slowly whittling them away in the process.

The Solar Array is on the top of a butte and there is a path up the face—the only way to reach it. You must be on top of the butte in order to destroy the Array. Turrets are defending the complex on both sides of the canyon. Pick off half of these from the ground before going up the ramp, otherwise you get caught in a serious crossfire that your OmniMech cannot hope to survive. There are two other 'Mechs in the ice rift defending the area.

SUCCESSFUL RESOLUTION

The loss of the Array has vastly limited the Falcons' ability to field their forces to the south.

TIP

Destroy all enemy 'Mechs on the ground first before dealing with the Turrets. Otherwise, the 'Mechs you leave behind will amass at the entrance—the only way to your dustoff site. If you take out the 'Mechs first, you can leave unhindered as soon as the Solar Array is destroyed.

THE PRICE OF FAILURE

The enemy now knows where we are, thanks to you. The southern continent lies ready to take and hold the Jade Falcons. You have cost us dearly with your failure.

THE WOLF CLAN MISSIONS

CODENAME: SCORCHING SAND

Planet: Twycross, Steel Viper Occupation Zone

Terrain: Mesa Desert

Time of Day: Dawn to Day

Default 'Mech: Nova

Enemies to be Faced: Elemental
Jenner
Storm Crow
Timber Wolf





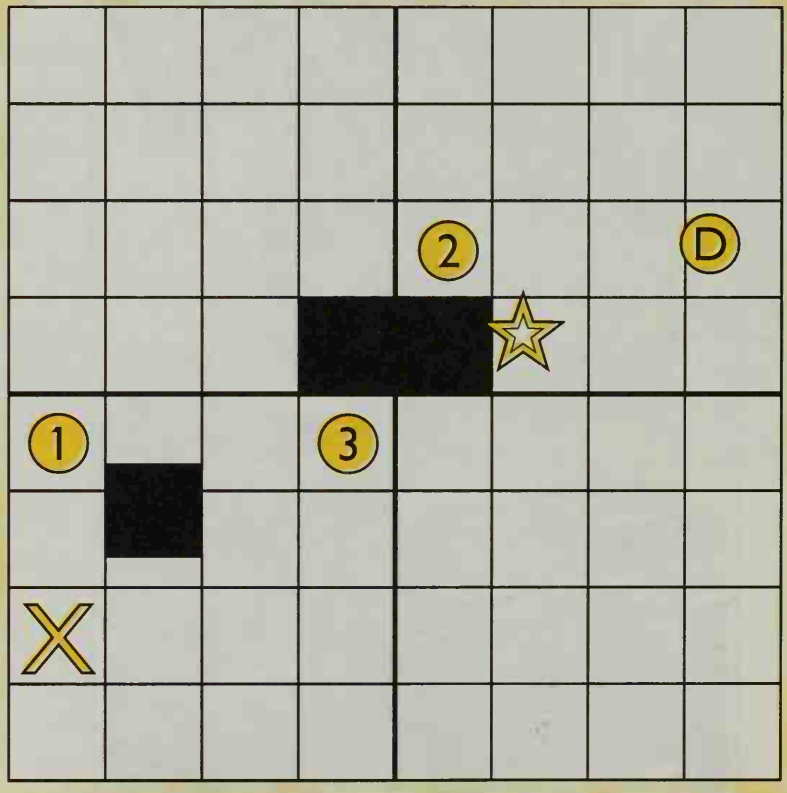
1 = Nav Alpha

2 = Nav Beta

3 = Nav Gamma

D = Nav Delta

= Command Vehicle



MISSION OBJECTIVES

Primary

Capture and secure enemy command vehicle.



Normal View



Satellite View

Secondary

Destroy all defending units.

Tertiary

Destroy any targets of opportunity.

Dustoff

Extraction at Nav Delta.

MISSION SUMMARY

The 5th Talon Cluster's Mobile Headquarters is in the area. Your mission is to locate this vehicle and secure it by destroying all of the units defending it. Despite the fact that the Jade Falcons deserve much worse, especially after the loss of Kahn Natasha, you are to protect that vehicle once it is captured.

TACTICAL ANALYSIS

Two partial stars' worth of BattleMechs hide in the mesas as you begin your search for the Mobile HQ. Intelligence reports that there is a pair of Falcon tanks working in the combat area as well.

The HQ is defended by turrets that must be dealt with. There is a 'Mech and two assault vehicles defending the HQ as well, making your mission even more difficult. You must be careful in the middle of all this fighting—do not accidentally destroy the HQ.

SUCCESSFUL RESOLUTION

The capture of the command staff has given us excellent intelligence information. The Keshik is honored by your actions.

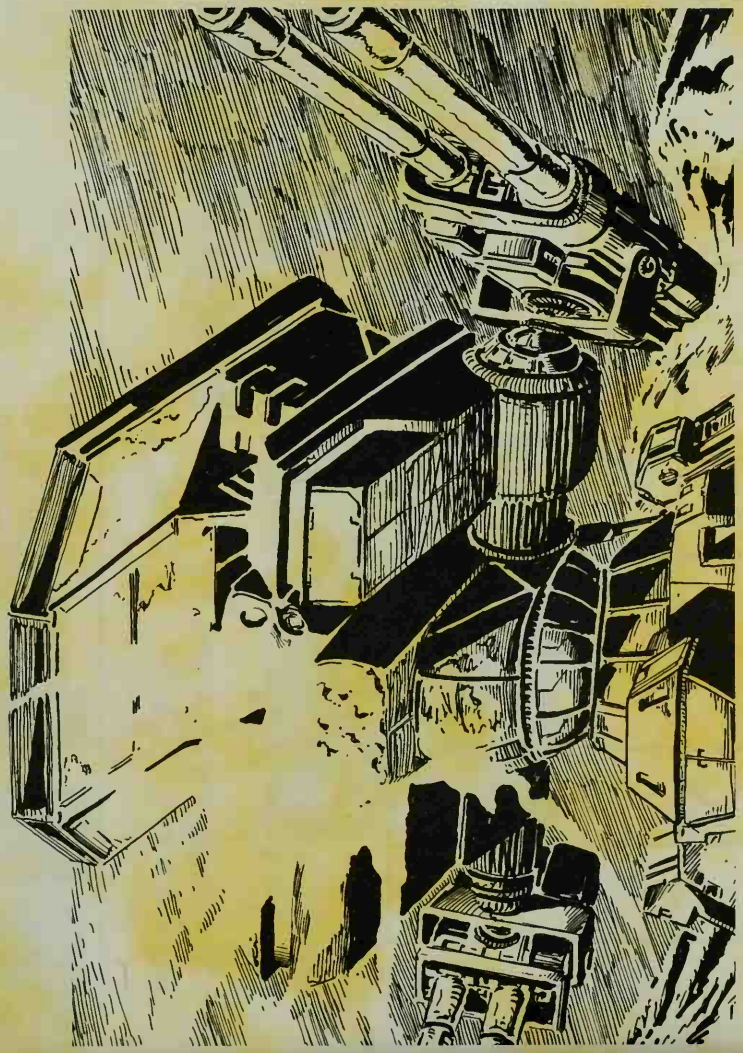
THE PRICE OF FAILURE

With their command structure intact, the enemy has been able to fortify the area. It will take much for us to pry the Falcons from this roost.

TIP

Work the bottoms of the rock formations. Use your jump jets to fly over the bases of the mesas. Once you reach the top, turn and destroy the approaching 'Mechs. They will be easy targets as they climb the mesas after you.

THE WOLF CLAN MISSIONS



CODENAME: SILVER STAFF

Planet: Wotan, Jade Falcon Occupation Zone

Terrain: Urban (Industrial)

Time of Day: Dawn to Day

Default 'Mech: Timber Wolf

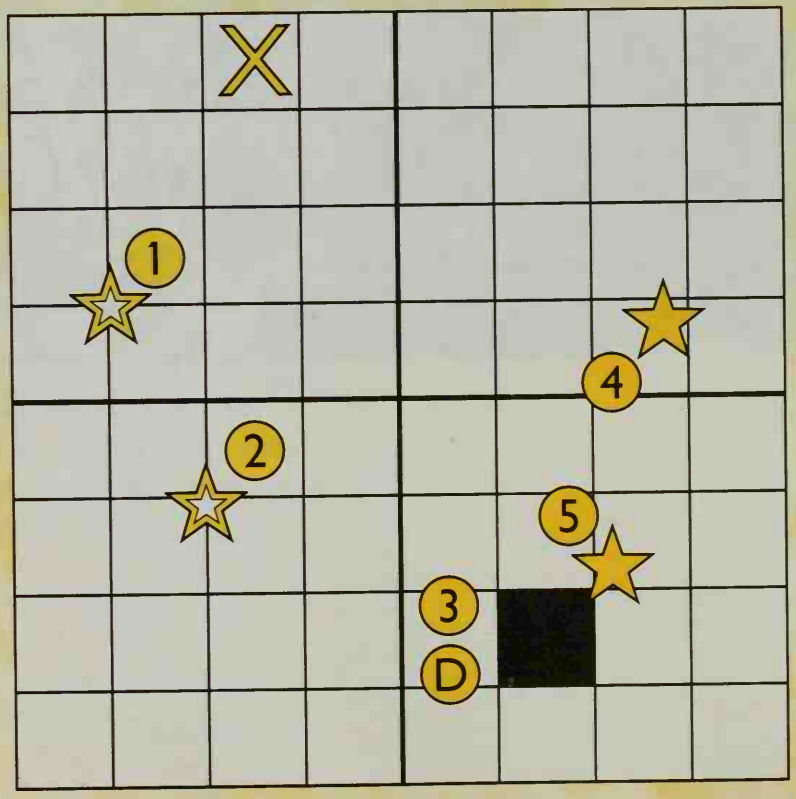
Enemies to be Faced:
Gargoyle
Dire Wolf
Mad Dog
Rifleman
Storm Crow
Nova



(1) = Nav Phi
(2) = Nav Chi
(3) = Nav Alpha
(4) = Nav Psi
(5) = Nav Omega
(D) = Nav Alpha

= Chemical Plant, Airbase

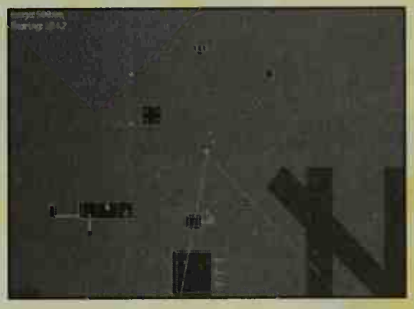
= Industrial Plant, HPG Processor



MISSION OBJECTIVES

Primary

Destroy the Chemical Plant at Nav Phi.



Satellite View



Normal View

Destroy the Airbase at Nav Chi.



Satellite View



Normal View

Secondary

Destroy the Industrial Plant at Nav Psi.

Destroy the HPG Processor station at Nav Omega.

Inspect likely structures for munitions stored there.







Tertiary

Destroy all enemy units in the area.

Dustoff

Return to Nav Alpha for extraction.

MISSION SUMMARY

The operations against Borealtown, the capital of Wotan, have been stalled. You are on a quick strike mission. Destroy the Chemical Plant at Nav Phi, then the Airbase at Nav Chi. If possible, you should continue on to Nav Psi and Omega to take out the Industrial Plant and HPG Processor station there.

No matter what, you have ten minutes to complete this strike and reach your dropship before the Falcons rally and claw you to death.

TACTICAL ANALYSIS

The timing restraints are the hardest parts of this mission. Usually there is not enough time to go after the Secondary or other targets. Concentrate on your Primary targets and make sure that you leave enough time to reach Nav Alpha or you'll end up trapped behind enemy lines.

SUCCESSFUL RESOLUTION

The targets assigned to you burn in the night skies to warn the Falcons of our power. The plight of our Clan is drawing to a close, however—despite your great victory.

TIP

Upgrade your 'Mech to the Gargoyle alternate configuration B. Load up the gauss rifle and missile rack on one fire group to keep the enemy Gargoyles at a distance.

THE PRICE OF FAILURE

The defense of Borealtown is faltering due to your failure.

CODENAME: AQUILINE FIRE

Planet:	Woton, Jade Falcon Occupation Zone
Terrain:	Crystalline Forms
Time of Day:	Day to Dawn
Default 'Mech:	Hellbringer
Enemies to be Faced:	Gargoyle Storm Crow Hellbringer Rifleman



X = Nav Kappa

1 = Nav Zeta

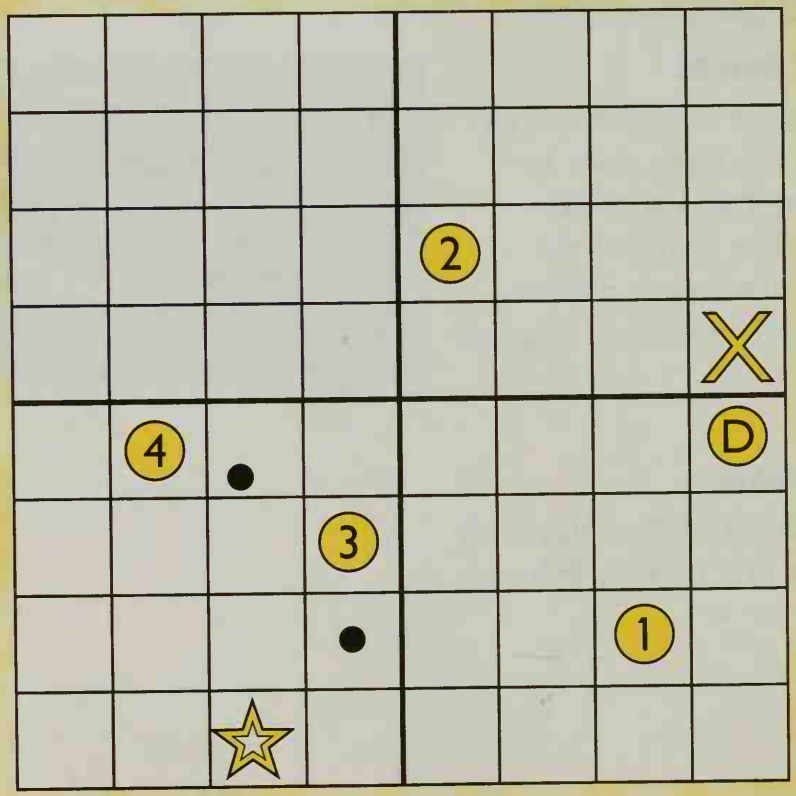
2 = Nav Eta

3 = Nav Theta

4 = Nav Iota

D = Nav Kappa

= Dropship Wreckag



MISSION OBJECTIVES

Primary

Inspect the dropship wreckage to download the flight recorder data.

Destroy the dropship wreckage after your inspection to prevent it from falling into Falcon hands.



Normal View



Satellite View

Secondary

Destroy all enemy units in the area.

Dustoff

Extraction is at Nav Kappa.

MISSION SUMMARY

The Wolf command dropship Hermione crashed outside of Borealtown. The information that it carries is critical to the defense of the city—for both sides. Recover that information, then make sure that the Jade Falcons cannot do the same.

TACTICAL ANALYSIS

The massive crystalline forms block radar/sensor sweeps, making the search for the dropship difficult. Three partial enemy stars are in the area, also looking for the ship. The dropship is at the third Nav Point if you work through them by flow.

The Falcons ambush you at the first Nav Point. It is possible to follow this star to the dropship. Another star is at the second Nav Point. As luck would have it, the third arrives as you begin to download the data, making for a tense few moments.

SUCCESSFUL RESOLUTION

The downloaded data has made their destruction of our dropship a waste.

TIP

When you first get off the jump ship, fall back an use the crystalline structure to keep one of the enemy 'Mechs in view. Concentrate on the enemy Gargoyle 'Mech first.

THE PRICE OF FAILURE

The Jade Falcons have seized the intelligence information from the ship, crippling our operations in the defense of Borealtown.

THE WOLF CLAN MISSIONS

CODENAME: COLD CRESCENT

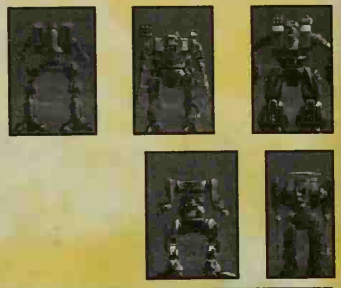
Planet: Karetah, Morges' Moon, The Lyran Alliance

Terrain: Steppe

Time of Day: Day to Dusk

Default 'Mech: Mad Dog

Enemies to be Faced: Mad Dog
Warhawk
Hellbringer
Storm Crow
Rifleman



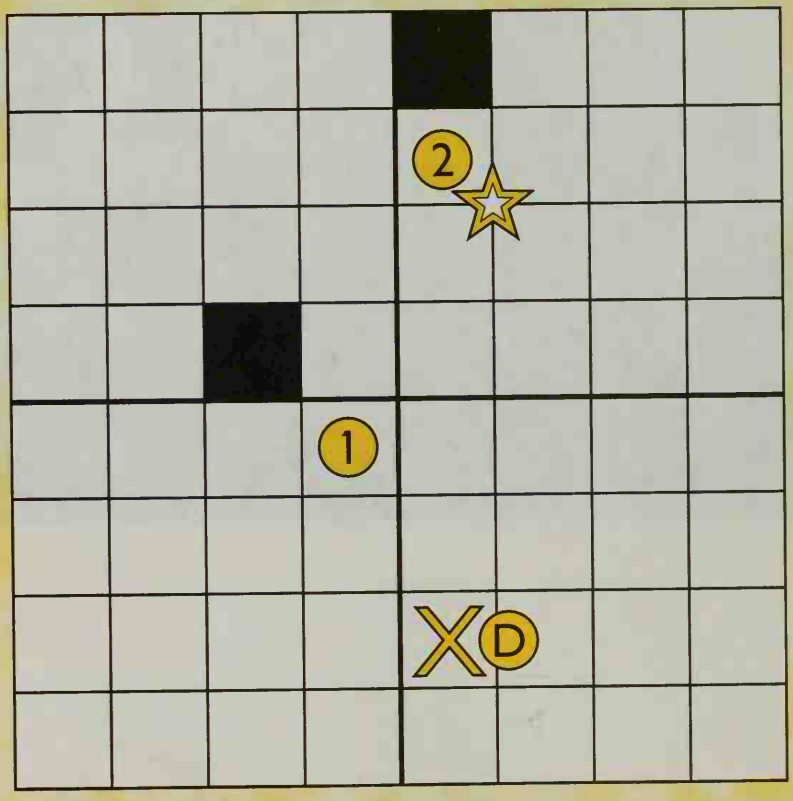
X = Nav Nu

1 = Nav Lambda

2 = Nav Mu

D = Nav Nu

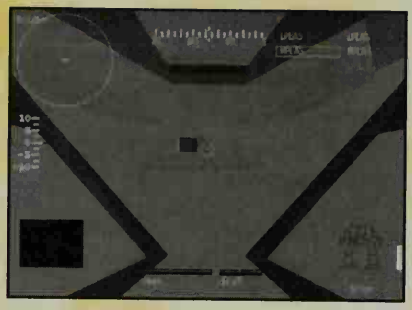
= Main Terraformer Unit Core



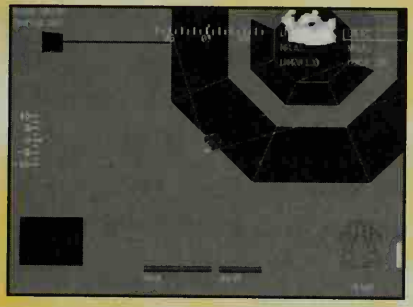
MISSION OBJECTIVES

Primary

Destroy the Main Terraformer Unit Core.



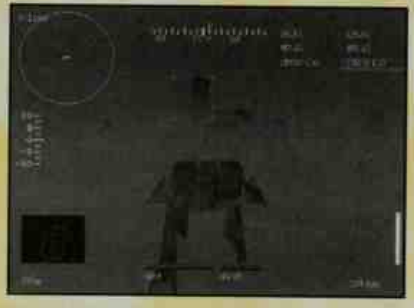
Normal View



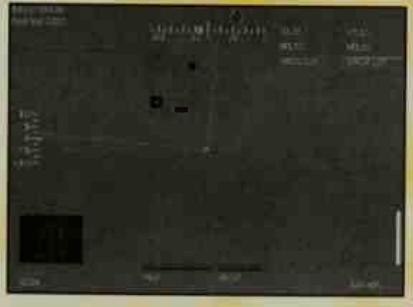
Satellite View

Dustoff

Evac at Nav point Nu.



External Camera View



Satellite View

MISSION SUMMARY

Each 'Mech is equipped with an IFF (Identify Friend or Foe) transponder. A Jade Falcon 'Mech was captured intact with a working IFF transponder. You use this 'Mech to sneak up and take out one of their 'Mechs on patrol. Assuming that fallen 'Mech's place, you use the IFF code to infiltrate the Falcon base.

Once there, locate the Main Terraformer Unit Core and destroy it. You must get there as quickly as possible.

TACTICAL ANALYSIS

You must move to Nav Lambda to ambush the 'Mech you are to replace. The kill must occur before he can signal his comrade Warriors. Proceed on to Nav Mu, the Falcon base. Two of their Warhawks pass by, but don't get nervous and fire or your cover will be blown.

Continue in the game to the next Nav Point and hit the gate which opens to reveal several enemy units. You can follow the fence line to the plant if your vision is poor. On the other side, you will find the terraformer main unit. The 'Mech there will not recognize the transponder. You can either do a running fire-by as you pass on the unit, or take the time to engage the BattleMech there.

Because of a force field that is in place, you will have to exit via the Gate. Proceed to Nav Nu for dustoff.

SUCCESSFUL RESOLUTION

The reactor is a smoldering memory and the moon is useless as a strategic base.

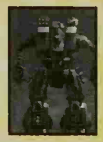
THE PRICE OF FAILURE

The Falcons can continue to use this moon as their base, posing a further threat in the system.

THE WOLF CLAN MISSIONS

CODENAME: VELVET HAMMER

Planet:	Morges, The Lyran Alliance
Terrain:	Dense Urban
Time of Day:	Night
Default 'Mech:	Marauder
Enemies to be Faced:	Hellbringer Nova





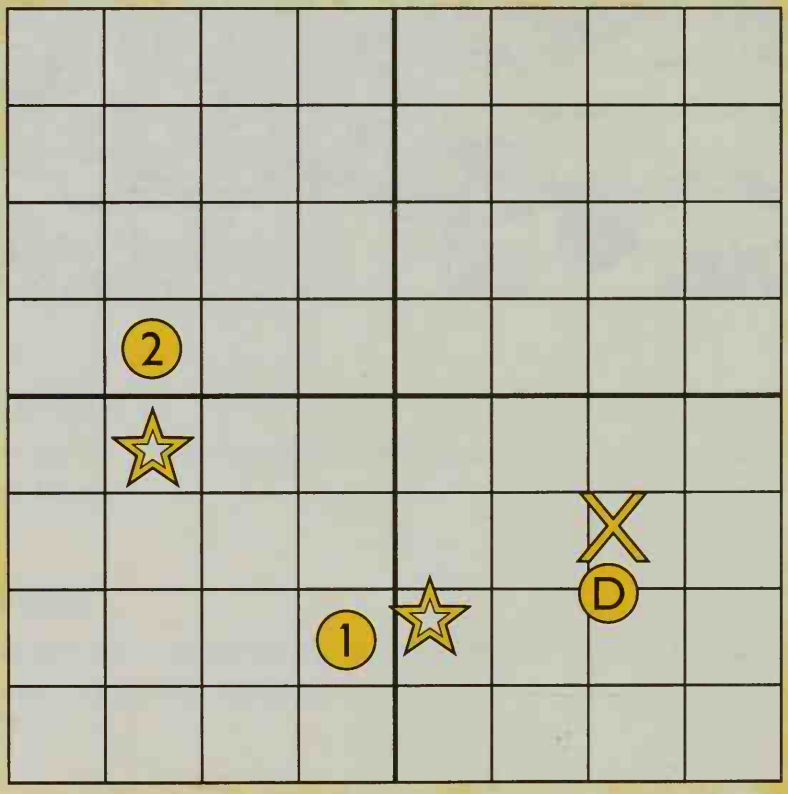
X = Nav Pi

1 = Nav Xi

2 = Nav Omicron

D = Nav Pi

= Escort Path Points



MISSION OBJECTIVES

Primary

Link up with hover limousine at Nav Xi.



Normal View



Satellite View

Escort the hover limousine to the opera complex.

Secondary

Destroy all enemy units in the area.

Dustoff

No extraction required. Return to Nav Pi.

MISSION SUMMARY

Escort the Aide-de-camp through the city of Broken Hope. You must arrive at the first Nav point to meet with the hover vehicle. The Jade Falcons are interested in capturing the Aide, so you must deal with them when they emerge from behind the buildings where they're hidden.

Don't be lulled into a feeling of superiority if you defeat their 'Mechs. A tank appears in the path of your transit just as the opera house is in site. You must deal with this last minute assault quickly or the hover limo is destroyed.

NOTE

There are several innocent civilian cars in the area. Do not fire on the lower castes simply because they are in the way.

TACTICAL ANALYSIS

Because this is night action, Infrared Mode is recommended for play.

SUCCESSFUL RESOLUTION

The Aide-de-camp has successfully attended his meeting.

THE PRICE OF FAILURE

You have failed in your efforts to protect the aide and he is now dead, hindering our operations.

TIP

Use the ***T*** key to keep track of the hover-limo. Whenever you hear an enemy 'Mech power-up, go after it immediately. You should destroy each 'Mech with one volley to be successful.

RICK HARRIS 94

CODENAME: GOLDEN SPADE

Planet:	Morges, The Lyran Alliance
Terrain:	Urban
Time of Day:	Night
Default 'Mech:	Warhawk
Enemies to be Faced:	Warhawk Rifleman

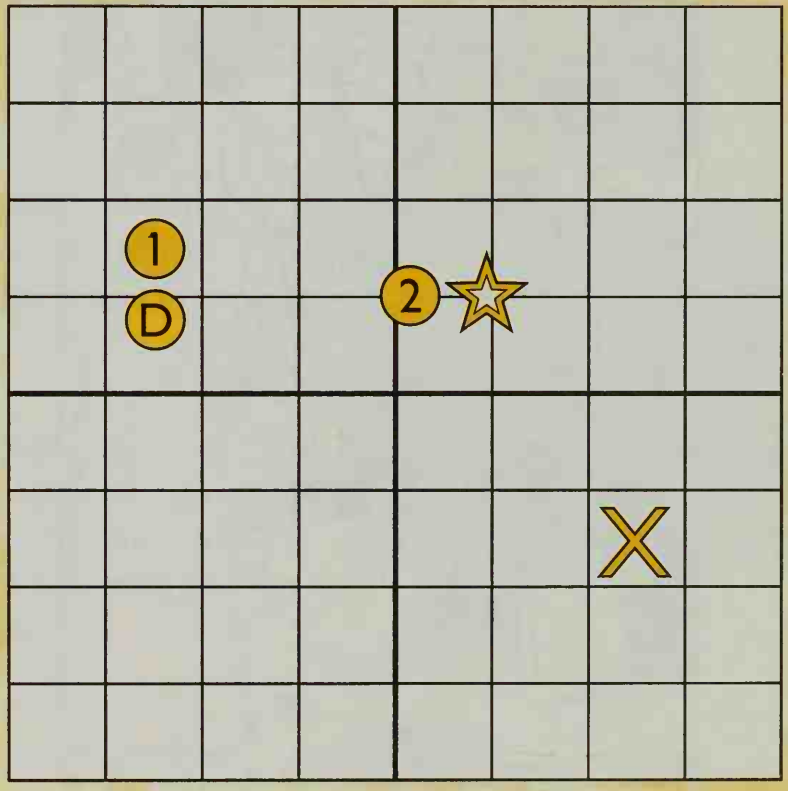


1 = Nav Alpha

2 = Nav Omega

D = Nav Alpha

= Palace Complex



MISSION OBJECTIVES

Primary

Inspect the Palace Complex.



Normal View



Satellite View

Destroy the Palace Complex if it is being used as a Comm Station.

Destroy the road block and turrets at Nav Omega.



Secondary

Destroy all defending units.

Tertiary

Destroy all targets of opportunity.

Dustoff

Return to Nav Alpha for extraction.

MISSION SUMMARY

The enemy has been crushed in the battle for the Bay of Broken Hope, but stragglers still pose a serious threat. Follow the Nav Points in sequence. Destroy the road blocks placed at Nav Omega. From there, proceed on to the Palace Complex. Inspect it to confirm that it is being used for a Comm center, then destroy it once and for all.

TACTICAL ANALYSIS

There are two 'Mechs being used to defend the road blocks at Nav Omega. Take them out and then deal with the targets themselves.

The Palace itself is a high walled structure and is filled with the enemy. The shield protecting it is powered by a generator to the northwest of the Palace—you must destroy it. If you opt to take out the Palace, make sure you inspect it first as you run by, dodging enemy fire. Then use your long range weapons to pummel it.

The best option is to slam it out with the remaining Jade Falcons, then deal with the Palace. This is a deadly course, but in the end it may result in a victory—if you are a true Warrior.

SUCCESSFUL RESOLUTION

The Comm station has been smashed and resistance has been crushed in the process.

THE PRICE OF FAILURE

The enemies still operating on Morges are a constant thorn in our side for months to come. Ulric's memory is shamed by your actions.

TIP

Switch to Warhawk class BattleMech in alternate configuration B. This gives you a better mix of short and long range missles. Once you open the Palace, don't feel obligated to rush in and die—pull back and let the enemy 'Mechs come to you.

THE WOLF CLAN MISSIONS

APPENDIX 1: MECHWARRIOR INSTALLATION AND CONFIGURATION

INSTALLING MECHWARRIOR 2

Prior to installation, you must make sure that 'MechWarrior 2 can run on your system given the memory and other requirements. The *minimal* specifications for a system to play the game on are as follows:

> **NOTE**
> At least 7 MB of free extended memory is required.

- IBM PC or 100% compatible
- 486DX2/66 MHz processor/clock speed
- 8 MB RAM
- Double speed CD-ROM Drive (300k/second transfer rate)
- Hard disk drive with at least 30 MB of uncompressed space available *(drive space not used by Stacker™ or other drive compression utilities)*
- VESA local bus (VLB) or PCI video

- 256 color SVGA (640 x 480) monitor
- MS-DOS 6.0
- Microsoft compatible mouse and driver
- Sound Blaster compatible sound card (digital and FM/MIDI audio)

NOTE:
Players with joysticks should use a dedicated game port card.

PRE-INSTALLATION SUGGESTIONS

To make the installation go a lot smoother, it's a good idea to gather the following information before you begin:

- The make/model of your sound card.
- At the DOS prompt type **DIR** and press Enter. This will help determine how much hard drive space you have remaining (the bottom total at the listing of your directory/file list).
- At the DOS prompt type **SET** and press Enter. For many systems, this will display the current listing for the drivers that have been loaded into memory for your sound card and other listings. You should concentrate on any line that reads like: SET BLASTER=A220 I5 D1 K10 T6. This line indicates that the sound driver is set at 220, with an interrupt at 5 and a D setting of 1, all useful if you have to manually set up your sound card during the installation.

NOTE:
If the set command does not work, you can review or print a copy of your AUTOEXEC.BAT file to locate where the sound driver is loaded to determine the settings.

- If you already have MechWarrior 2 installed on your system and want to save your pilots and their rankings, make a copy of the MW2REG.CFG file on a disk or in a different directory prior to starting installation. Copying this back over will allow you to "carry" your Warriors from installation to installation.
- Type **MEM /C** and press Enter from the DOS Prompt to see your current memory levels in comparison to the requirements (as listed above).
- If you plan on allowing MechWarrior 2 to make a boot disk for you, have a double-sided, double density disk formatted with the System (**FORMAT A: /S**) already prepared to save having to abort the installation process.

INSTALLATION PROCEDURE

Once you have verified that your system meets the minimum specifications, you may initiate the installation procedure. Insert the CD into the drive. From the DOS Prompt, having fully exited Windows:

1. Type **D:**
2. At the D:\> Prompt type **INSTALL** and press Enter

The Installation process verifies your current memory level to inform you if you have enough to run MW2.

> **NOTE:**
> You can exit the installation procedure at any time by pressing **CTRL + X**.

After memory is confirmed, the system will ask you to configure your sound system for MIDI music and digital audio. This is a two step procedure. First you must select the system that you wish to configure first, select the type of driver, then configure it. This procedure is duplicated for both the MIDI music and the digital audio.

The sound driver system has an option to automatically detect and configure your sound card. Always start with this before you manually attempt to configure the card. If you do opt to manually configure the card, refer to the settings for your card that are used to load the driver for it in the AUTOEXEC.BAT file.

After configuring your sound card, the system will prompt you to read the README file. Press ESC to bypass this or when you have completed reading it.

> **NOTE:**
> If you ever wish to re-access this README file, you can type MW2SETUP from the C:\MECH2 directory.

At this point of the installation you will have three options for installation. The Minimal install takes less disk space but runs slower. The Recommended installation still requires that the CD be running for music and video. The Full-Blown installation uses over 150 Megabytes and installs the entire system on your hard drive for maximum speed—if you have the available space.

A regular or recommended installation will take upwards of eight to fifteen minutes with the other installations taking less (Minimal) or much longer (Full-Blown). There are several large files that are copied that take several minutes, namely MW2.PRJ and DATBASE.MW2. If you think your system is hung up during installation, make sure that it is not on these files—these simply take significantly longer to load/copy than the others.

Registration will follow installation. This can be done either via modem, FAX, or paper.

The final stage of installation is making a Boot Disk. If you wish to do this, the option will be offered (with a default being "Y" Yes to create a disk). It is important to note that the boot disk will not have your specific drivers for your CD-ROM Drive or your sound card. These will have to be manually input via the Edit function or through your word processor.

COCKPIT CONTROLS CONFIGURATION: JOYSTICKS AND OTHER COMBAT TOOLS

INTRODUCTION

One of the best features of MechWarrior 2 is the vast support and user controlled configuration capability for a wide range of input and game control devices. The following instructions are designed to allow you to customize your own input device for game play.

The process for configuring a device is relatively easy. First, you select the device; then you select the control and assign it to one of the functions in the game (i.e., "I want this button on my joystick to activate my Overhead Map Mode"). When you are finished, save your configuration.

The detailed process for this is defined in the following section.

CONFIGURATION PROCESS

From within the Clan Hall, you can press ***ESC*** to pull up the Game Control Menu.



Select Cockpit Controls. This will bring up the Cockpit Configuration Controls Menu.



On the left side of the screen, you'll find a listing for the input devices that are supported by MechWarrior 2. Those items that appear in Red are the ones that have been installed on your PC. Click on one of these devices to configure it. This brings up the listing of commands and controls that can be associated with that device.



From the bottom left, select the control surface that you want to assign, then click on the control you'd like that interface to represent in the game.

When you have configured these options to your satisfaction, simply select Accept Config and Exit—your selections will be saved and stored. If you made a mistake, or are unsure, you can select Abort.

There is an option on the left side of the screen for Reset Defaults. This option clears all of your custom controls and re-establishes the defaults for that input device. This is most useful when you have made some bad choices and are frustrated to the point of wanting to start over.

APPENDIX 2: THE MECHWARRIOR 2 REMOTE GAME

"What do you mean the Galaxy command net is down? That isn't possible, unless... by Kerensky's Ghost—Falcons in the compound! All command staff, Jade Falcons in the comp..."

—Last words of Warrior Darion, Wolf Clan, Wotan

INTRODUCTION

MechWarrior 2 provides a working demo of NetMech, a network multi-player version of the game, as well as a serial communications version of the game that allows head-to-head play. It is important to note that the versions that are provided with the game are *not* the production versions of the software, but rather are operational demonstrations. They are functional, but have not been fully tested on all of the hardware platforms that a full production version is released on.

The following section provides players with the information needed to play the remote communications version of the game. It is broken down into three primary sections. The first is NetMech (the network version of MechWarrior 2), which includes the null modem version of the game, allowing direct hookup between the players via a null modem cable. The second part covers the start-up for a Direct Serial Connect. Finally, the dial-up modem version of the game is covered.

NETMECH

This is the network version of MechWarrior 2. NetMech requires a 100% Hayes-compatible modem running at least 9600 baud if you intend to play head-to-head direct with null modem connectivity. It can also be played on networks that support Net BIOS such as Lantastic or Novell. Players of this demo version must be on the same network hub or concentrator and cannot be passed through a router, (though the production version of the game will allow for router traffic packet passing).

In order to play, NetMech must first be installed on the network. This is done using the standard MechWarrior 2 installation routines; however, it is highly recommended that it be installed using the Full-Blown installation (see Appendix 1 for details). Both players should have full security rights to the network directory once the game is installed or errors will occur.

LAN PLAY

NetMech must first be installed on the Local Area Network (LAN) that you intend to play on. **Note: All players must follow this procedure in order to play the game.** Players must also agree on the mission that they wish to play prior to the start of the game since both players must select a mission. The procedure for this is as follows:

1. Log on to your network.
2. Change directories to where MechWarrior 2 is installed.
3. Type **NETB2** followed by a blank space, then the socket number of the game that you wish to play (i.e., 1, 2, 3, or 4), then press ***Enter***. Each socket number represents a different MechWarrior 2 game that can be played on the network, hence you can have a maximum of four games running on the same network simultaneously (i.e., NETB2 1).
4. A "Chat Window" should appear on your screen to indicate that connectivity has been established. Once this has happened, press ***ESC***.
5. Type **NETDEMO** and press ***Enter***. This will start the game itself.
6. At the LOGIN: prompt type your Callsign, the name that you wish your character to assume in the game.
7. Press ***Enter*** on the Net BIOS Confirmation Screen.

8. Use the Arrow keys to select a Mission. **Note: Both players must select the same mission in order to play.**
9. Select the 'Mech that you wish to deploy in battle.
10. Both players must select the Launch button to accept and start the actual play of the game.

Once the game has started, there is a Messages section in your controls that you can utilize to taunt your enemy. "Prepare to die freebirth toad!"

DIRECT SERIAL CONNECT START UP

1. Connect both of the systems that are going to play with a null modem cable.
2. From the MECH2 directory type **COMIO** and press ***Enter***.
3. Once the Chat boxes have appeared, press ***ESC*** to start the game. At this point communications have been established between your systems.
4. Type **NETDEMO** and press ***Enter*** to start the game.
5. At the LOGIN: prompt type your Callsign, the name that you wish your character to assume in the game.
6. Use the Arrow keys to select a Mission. **Note: Both players must select the same mission in order to play.**
7. Select the 'Mech that you wish to deploy in battle.
8. Both players must select the Launch button to accept and start the actual play of the game.

Once the game has started, there is a Messages section in your controls that you can utilize to taunt your enemy. "Prepare to face an honorable death!"

DIAL-UP MODEM PLAY

In order to play via a dial-up modem connection, one player must initiate (be the originator of) the call and one must answer. Both modems must be on, configured as a serial port or wired to a serial port, and have access to a standard quality phone line.

BOTH players must perform the following in order to properly connect:

1. From the MECH2 Directory, type **MS** and press ***Enter***.

2. Press ***E*** to start your Entry.
3. Type in the name of the person that you are connecting to.
4. Type in your COM port (usually COM1 or COM2)—this may vary on your system, depending on configuration.
5. Type in the baud rate of 9600. **Note: The Demo version of the remote game requires a baud rate of 9600. The production version will support other baud rates.**
6. THE ORIGINATOR OF THE CALL: Types in the phone number of the person that he is calling and presses ***Enter***.
7. THE ANSWERER OF THE CALL: Simply presses ***Enter*** leaving the phone field as "Answer."
8. Press ***Enter*** to accept the default value strings.
9. Once you have completed the screen, press ***C*** to establish a connection. **Note: When you have done this, the connection is established and you will return to a DOS prompt.**
10. At the DOS prompt you must type **MODEM** and press ***Enter*** in order to start the game.



APPENDIX 3: MECHWARRIOR SECRET CODES

SUMMARY

Mechwarrior 2 has a number of secret codes, tricks, and traps. The following is a set of known or approved codes and how they can be accessed and what they can do. This set of codes works within the Trial of Grievance section from the main MechWarrior menu.

WHAT DO THESE CODES DO?

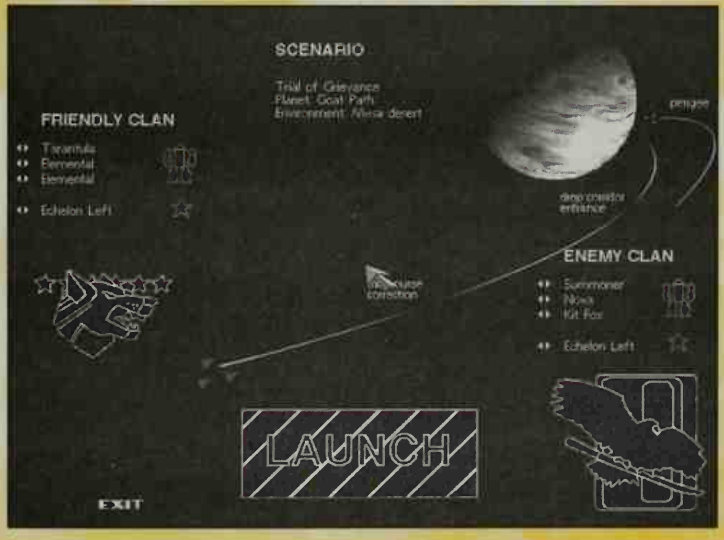
The three codes that are provided with this book allow you to use BattleMechs and gear that are normally not available in the game. These can be used in the Trials of Grievance section so that you can experiment with other 'Mechs in the game.

WHERE THE CODES ARE INPUT

Select Trial of Grievance from the MechWarrior 2 Menu.



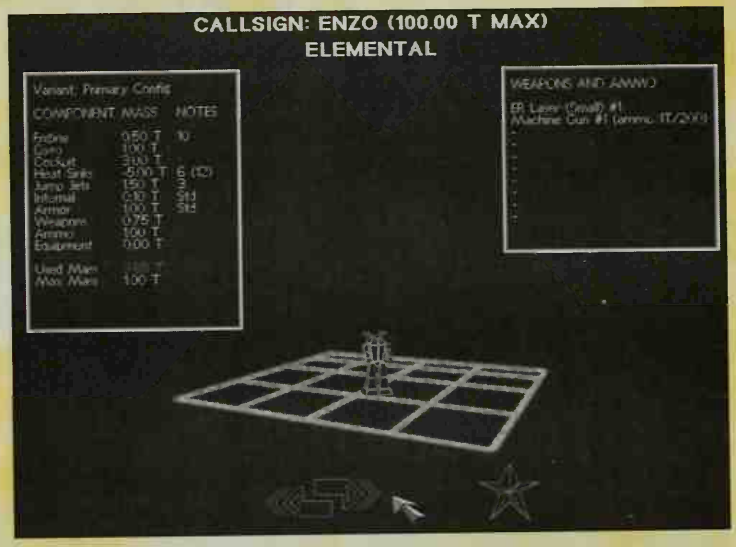
From the Trial Screen, you must position your pointer on the name of your Friendly 'Mech at the far left of the screen.



Click on the name and use your backspace key to take out the title that is currently there for you. Now you can type in any one of the codes. These codes are as follows:

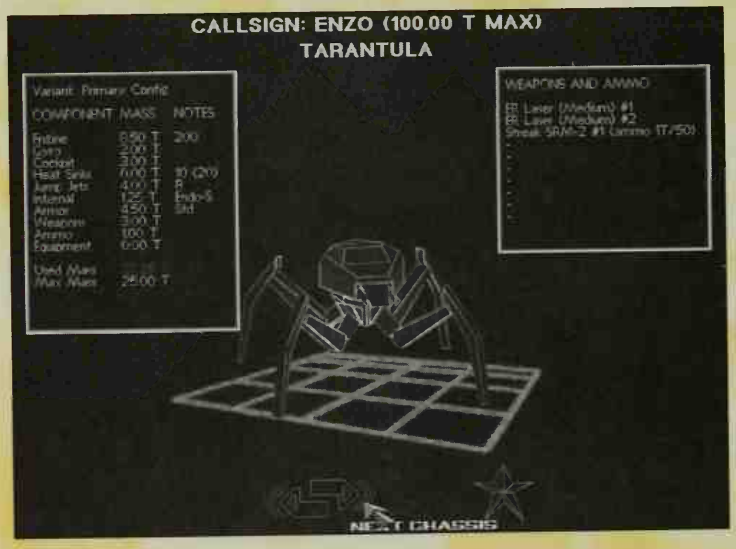
CALVIN

Gives you access to the Elemental as a pilotable combat vehicle.



HOBBES

Gives you access to the Elemental and the Tarantula BattleMech for a trial.



NOTE

These codes are case sensitive. You must enter this particular code as indicated above in terms of case.

HOW DO I GET ACCESS TO THE NEW GEAR?

After you have entered the code, click on the Star Config Icon.



This will bring you to the Star Config screen. If you select the "Change 'Mech" icon (for your 'Mech only!) you will be able to scroll through the available 'Mechs. You must scroll through all of the normal Clan BattleMechs first, before you get access to the new Tarantula and the Elemental.



Once you select one of the newly available models, they will *not* appear on the Star Config screen, but instead they will be available when you Launch the Trial of Grievance.

NOTE:
Only YOU as a player can pilot one of the different pieces of equipment. Other star members cannot.



APPENDIX 3



MECHWARRIOR SECRET CODES



APPENDIX 4: BATTLETECH REFERENCE MATERIAL

The BattleTech universe has a wide range of materials that have been printed about it over the past 11 years. The following is a reference section listing the available reference materials based on the BattleTech board game and the supporting novels.

GAME MATERIALS

BattleTech Second Edition
BattleTech Third Edition
The Black Window
The Fox's Teeth
MechWarrior, The Role Playing Game
CityTech First Edition
CityTech Second Edition
AeroTech
BattleTech Map Set
BattleForce
The Succession Wars
The Galtor Campaign
Cranston Snord's Irregulars
The Spider and the Wolf
The BattleTech Technical Readout 3025
The BattleTech Blueprints
The BattleTech Technical Readout 3026
The Mercenary's Handbook
The Gray Death Legion
BattleTech Map Set #2 First Edition
BattleTech Map Set #2 Second Edition
Dropships and Jumpships
House Kurtia Sourcebook
House Steiner Sourcebook
House Davion Sourcebook
House Liao Sourcebook
House Marik Sourcebook
BattleTech Reinforcements
BattleTech Reinforcements Record Sheets
The BattleTech Manual
Sorenson's Sabers
The Periphery
The Star League
The Wolf's Dragoons Sourcebook
Cammo Specs Guide
The NAIS 4th Succession War Military Atlas Volume 1
The NAIS 4th Succession War Military Atlas Volume 2

NOTE

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Falcon Guard
Wolf Pack
Natural Selection
Ideal War
Main Event
Blood of Heroes
Assumption of Risk
Far Country
DRT
Close Quarters
Bred for War
I Am Jade Falcon
Highlander Gambit
Tactics of Duty

GLOSSARY OF CLAN TERMS

The language of the Clans is based on what is known as Star League Standard English, but they have added many words unique to their culture. Some were adapted by the Kerenskys from Russian and military terminology. All these words represent the Kerenskys' efforts to express concepts they felt were lacking from Star League Standard English. The following list defines terms used by the Warrior Caste. This list is not exhaustive, and does not reflect the many differences in terminology existing between the various Clans.

ABTAKHA

An *abtakha* is a captured warrior who is adopted into his new Clan as a warrior.

BATCHALL

The *batchall* is the ritual by which Clan warriors issue combat challenges. Though the type of challenge varies with each ritual, most begin by the challenger identifying himself, stating what is being contested, and requesting that the defender identify the forces at his disposal. Following the challenge, bidding for what forces will contest the challenge takes place. Defenders may request that the attacker is risking in the contest.

BLOODHERITAGE

The history of the Bloodnamed warriors of a particular Bloodright is called the *Bloodheritage*.

BLOODING

Blooding is the ritual in which a Clan candidate is officially recognized by his Clan, also known as "whelping" in Clan Wolf. *Blooding* is a complex, ritualistic ceremony. The candidate must first demonstrate physical prowess in personal combat against two Clan warriors. Then the candidate must be verbally defended by Clan warriors when he or she is challenged by representatives from other Clans, or else face those representatives in mortal combat.

BLOODNAME

Bloodname refers to the surname of each of the 800 Warriors who stood with Nicholas Kerensky during the Exodus Civil War. These 800 are the foundation of the Clans' elaborate breeding program. The right to use one of these surnames has been the ambition of every Clan warrior since the system was established. Only 25 warriors, which corresponds to 25 Bloodrights, are allowed to use any one surname at one time. When one of the 25 *Bloodnamed* warriors dies, a trial is held to determine who will assume that *Bloodname*. A contender must prove his *Bloodname* lineage, then win a series of duels with other competitors. Only *Bloodnamed* warriors are allowed to sit on

the Clan Councils or are eligible to become a Khan or ilKhan. Most *Bloodnames* have gradually been confined to one or two warrior classes; however, certain prestigious names—such as Kerensky—have shown their genetic value by producing excellent warriors in all three classes (MechWarrior, fighter pilot, and Elemental).

Bloodnames are determined matrilineally, at least after the original generation. Because a warrior can only inherit from his or her female parent, he or she can only have a claim to one *Bloodname*.

BLOODRIGHT

A specific Bloodname lineage is called a *Bloodright*. Twenty-five *Bloodrights* are attached to each Bloodname. A *Bloodright* is not a lineage as we know the term, because the warriors who successively hold a Bloodright might be related only through their original ancestor. As with Bloodnames, certain *Bloodrights* are considered more prestigious than others, depending largely on the Bloodheritage.

BONDSMAN

A captured warrior, called a *bondsman*, is considered a member of the laborer caste unless and until the capturing Clan releases him or promotes him back to warrior status. A *bondsman* is bound by honor, not by shackles. Custom dictates that even Bloodnamed warriors captured in combat be held for a time as *bondsmen*. All *bondsmen* wear a bondcord, a woven bracelet. The base color of the bondcord indicates to which Clan the individual belongs, and the striping indicates which unit captured him.

CANISTER

Clan slang for the eugenics program of the warrior caste. It can also refer specifically to the artificial wombs.

CHALCAS

Anything or anyone who challenges the Clan caste system is considered a *chalcas*.

CODEX

Each Warrior's *codex* is his or her individual identification. It includes the names of the original Bloodnamed warriors from which a warrior is descended. It also includes his generation number, Blood House, and codex ID, an alphanumeric code noting the unique aspects of that person's DNA. See also **Master Codex**.

CONTRACT

An agreement can be made between the commanders of two units by which the commander of one may include the units of the other in his bidding for rights to a battle or trial. During the invasion of the Inner Sphere, Cluster commanders within Galaxies frequently made *contracts* to allow greater—and often more extravagant—bidding, yet still maintain a good mix of BattleMech, Elemental, and fighter combat units.

CUTDOWN

The minimum force necessary to win any trial for which there has been bidding. Bidders who can push their opponent into making a bid below the *cutdown* are considered clever. Commanders who win with a force smaller than the *cutdown* are greatly honored.

DEZGRA

A fighting unit that disgraces itself is known as a *dezgra* unit. The name also refers to the ritual whereby that unit is marked and punished. Any unit that refuses orders, panics in the face of the enemy, or takes dishonorable action is disgraced. The unit warriors are given a choice; immediate execution or the *dezgra*, "disgraced expulsion." In pre-invasion days, *dezgra* warriors who chose to live were sent to one of several marginally habitable planets and left to survive or die on their own. After five years, the survivors were allowed to return, but without any guarantee of acceptance back into society. Since Tukayyid, some *dezgra* units have hired themselves out as mercenaries. It is highly unlikely that any Clan will accept a *dezgra* unit after it has served for five years as a mercenary unit, because Clan warriors consider mercenaries below even the lowest caste. *Dezgra* units must, by Clan law, remove all Clan markings from their weapons and uniforms and wear what historians would immediately recognize as the crest of the hated Amaris family.

This epithet, used by trueborn members of the warrior caste, is a mortal insult to another trueborn warrior. It generally expresses disgust or frustration.

FREEBIRTH

An individual conceived and born by natural means is called a *freebirth*. Because the Clans value their eugenics program so highly, a freebirth is automatically assumed to have little potential.

GIFTAKE

This is a sample of DNA taken from a dead warrior. The *giftake* is considered the warrior's best DNA sample, and the one most likely to produce improved warriors.

HEGIRA

Victorious Clan warriors sometimes extend the courtesy of *hegira* to defeated opponents. *Hegira* allows the opponent to withdraw honorably from the field without further combat or cost.

ISORLA

The spoils of battle that warriors can claim as their right, including bondsmen, are known as *isorla*.

KURULTAI

This is a Clan war council. A *Grand Kurultai* is a war council of all Khans of the Clans. Apparently, a *Grand Kurultai* may be called by the ilKhan at any time or place. A nor-

mal Grand Council, on the other hand, may be convened only by the petition of three or more Clans, and must be held at the Hall of Khans on Strana Mechty.

LOREMASTER

The *Loremaster* is the keeper of Clan laws and history. The position is honorable and politically powerful. The *Loremaster* plays a key role in inquiries and trials, where he is often assigned the role of Advocate or Interrogator.

MASTER CODEX

The *master codex* is the master file of the Clans' breeding programs. The *master codex* records the DNA maps and codex name of every warrior born over the centuries.

OATHMASTER

The *Oathmaster* is the honor guard for any official Clan ceremony. The position is similar to that of an Inner Sphere sergeant-at-arms, but it carries a greater degree of respect. The *Oathmaster* administers all oaths, and the Loremaster records them. The position of *Oathmaster* is usually held by the oldest Bloodnamed Warrior in a Clan (if he or she desires the honor), and is one of the few positions not decided by combat.

OVKHAN

This is a term of respect reserved for someone of higher rank.

POWLESS

The vulnerability that a warrior, particularly an Elemental, feels when forced to fight without his accustomed weapons. The word is probably derived from "powerless."

QUIAFF/QUINEG

These expressions are placed at the end of rhetorical questions. If an affirmative answer is expected, *quiaff* is used. If the answer is expected to be negative, *quineg* is the proper closure.

RANSOM

Clan custom dictates that a warrior who has been successful at his Trial of Bloodright may be rewarded with a gift by the Clan. Depending upon the warrior's success during the Trial, the *ransom* might range from the right to choose what type of weapon he will use as a warrior to the right to command a special unit. At the time Khan Natasha Kerensky returned from the Inner Sphere and then underwent her second Trial of Bloodright, ilKhan Ulric Kerensky awarded her a *ransom* of the right to form the Thirteenth Wolf Guards.

REDE

One of the many forms honor takes in the Clans, a *rede* is an honor-bound promise. Breaking a *rede* may be punished by death.

RISTAR

This term refers to a particularly gifted warrior on his or her way to high position. It is probably derived from the expression "rising star."

SATARRA

A Clan council may cast a veto, called a *satarra*, to settle or postpone disputes between castes within their jurisdiction. *Satarra* is invoked only when negotiations between the opponents seem at an impasse and/or threaten to disrupt the work order of the Clan. It seems to be more a ritual than an act of legislation.

SAVASHRI

A Clan epithet.

SEYLA

This word is the ritual response voiced in unison by those witnessing solemn Clan ceremonies, rituals, and other important gatherings. No one is sure of the origin or exact meaning of the word, but it is uttered only with the greatest reverence and awe.

SIBKO

A group of children from the warrior caste eugenics program who have the same male and female geneparents and are raised together is known as a *sibko*. As they mature, they are constantly tested. Additional members of the *sibko* fail at each test, and are transferred to the lower castes. A *sibko* consists of approximately 20 members, but usually only four or five remain at the time of the final test to become warriors, the Trial of Position. These tests and other adversities may bind the surviving "sibkin" together.

STRAVAG

A Clan epithet, probably a combination of the Clan words *stran*, meaning independent, and *vagon*, meaning birthing.

SURKAI

The *surkai* is the Right of Forgiveness. The Clans honor uniformity in thought and belief above all other tenets of their society. When warriors disagree, when a Clan disagrees with the Clan Council, or when a member of one caste offends a member of another caste, *surkai* is expected. It is a matter of pride that the offending party freely admit his wrongdoing and request punishment. Those who show great *surkai* are held up as examples to others for their willingness to accept the consequences of their independent thoughts. Those who do not show *surkai* when it is expected of them are viewed with suspicion.

SURKAIREDE

The Rede of Forgiveness, or *surkairede*, is the honor-bound agreement between the majority and any dissenters. According to the *surkairede*, once a dissenter accepts punishment for having disagreed with the majority, he should be allowed to resume his role in society without suffering any further disgrace for having spoken out.

THROTHKIN

Used formally, this term refers to members of an extended sibko. Less formally, a warrior will use *throthkin* when referring to someone he considers his peer.

TOUMAN

The term given to the fighting arm of a Clan.

TRIAL OF BLOODRIGHT

A series of one-on-one, single-elimination contests is used to determine who wins the right to use a Bloodname. Each current Bloodnamed warrior in that Bloodname's House nominates one candidate. The head of the House nominates additional candidates to fill 31 slots. The 32nd slot is fought for by those who qualify for the Bloodname but who were not nominated. The nature of the competition is determined by "coining." Each combatant places his personal medallion, a dogids, into the "Well of Decision." An Oathmaster of Loremaster releases the coins simultaneously, so that only chance determines which coin falls first to the bottom of the well. The warrior whose coin lands on top chooses the manner of the combat ('Mech versus 'Mech, barehanded, 'Mech versus Elemental, and so forth). The other warrior chooses the venue of the contest. Though these Bloodname duels need not be to the death, the fierce combat and the intensity of the combatants often leave the losing candidate mortally wounded or dead.

TRIAL OF POSITION

The *Trial of Position* determines whether a candidate will qualify as a warrior in the Clans. To qualify, he must defeat at least one of three successive opponents. If he defeats two, or all three, he is immediately ranked as an officer in his Clan. If he fails to defeat any of his opponents, he is relegated to a lower caste.

TRUEBORN

A *trueborn* is a product of the warrior caste's eugenics program.

ZELLBRIGEN

This is the Clan word describing the body of rules used to regulate and ritualize duels. *Zellbrigen* means that combatants engage in one-on-one duels, even if both sides have many warriors. Those not immediately challenged are honorbound to stay out of the battle until an opponent is free (meaning he has defeated his enemy). To attack an enemy already engaged with an opponent is a major breach of Clan code, usually resulting in at least loss of rank.

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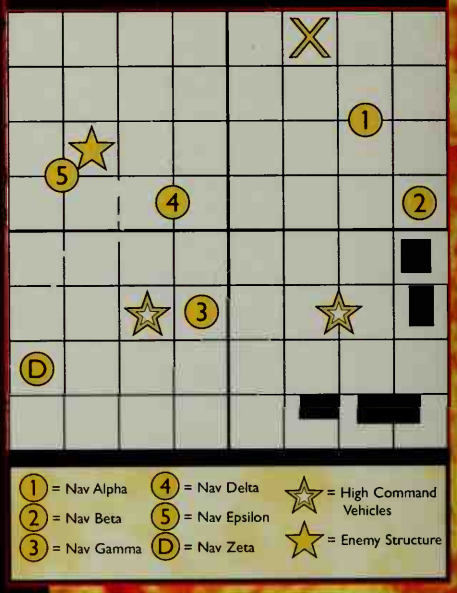
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